✔ EVERY CONSOLE COVERED ✔ EVERY GAME REVIEWED

94 GAMES INSIDE

computer and video games

- 24 Cube games played
- Over 40 all-new pics
- Mario maker speaks exclusively to CVG

GAME CUBE BLASTS OFF!

POKEMANIA

Pokemon Mini & Stadium 2 tested! GBA Pokemon info!

WAAAAAAA

£2.80 • ISSUE 239 • OCT 10
9 770261 369123

CHEW ON THESE!

CVG checks out Harry Potter, Smackdown! 3, and Headhunter

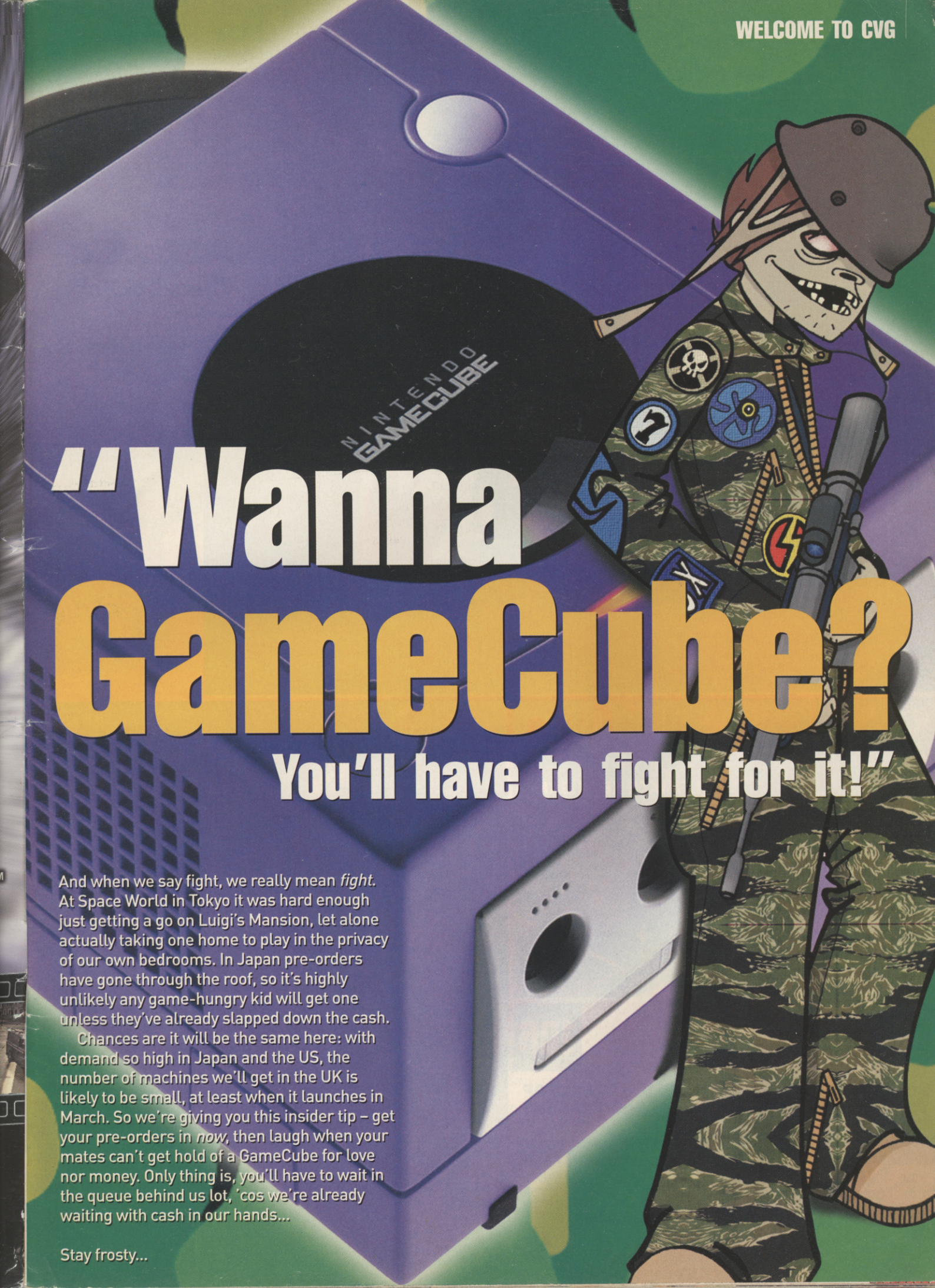
YOU CREATE THE ULTIMATE XBOX GAME

(THEN WE SEND IT ON TO MICROSOFT!)

'THIRTY HOURS IN AND IT KEEPS ON GETTING BETTER'

Final Fantasy X will take over your life

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. The Italian Job Software © 2001 SCi (Sales Curve Interactive) Limited. The Italian Job®. ® and © 2001 Paramount Pictures. All rights reserved
Mini and the Mini logo are trademarks of BMW AG and are used under license by SCi (Sales Curve Interactive) Limited. © 2001 BMW AG. Published by SCi Ltd. Developed by PixeLogic. E&OE.

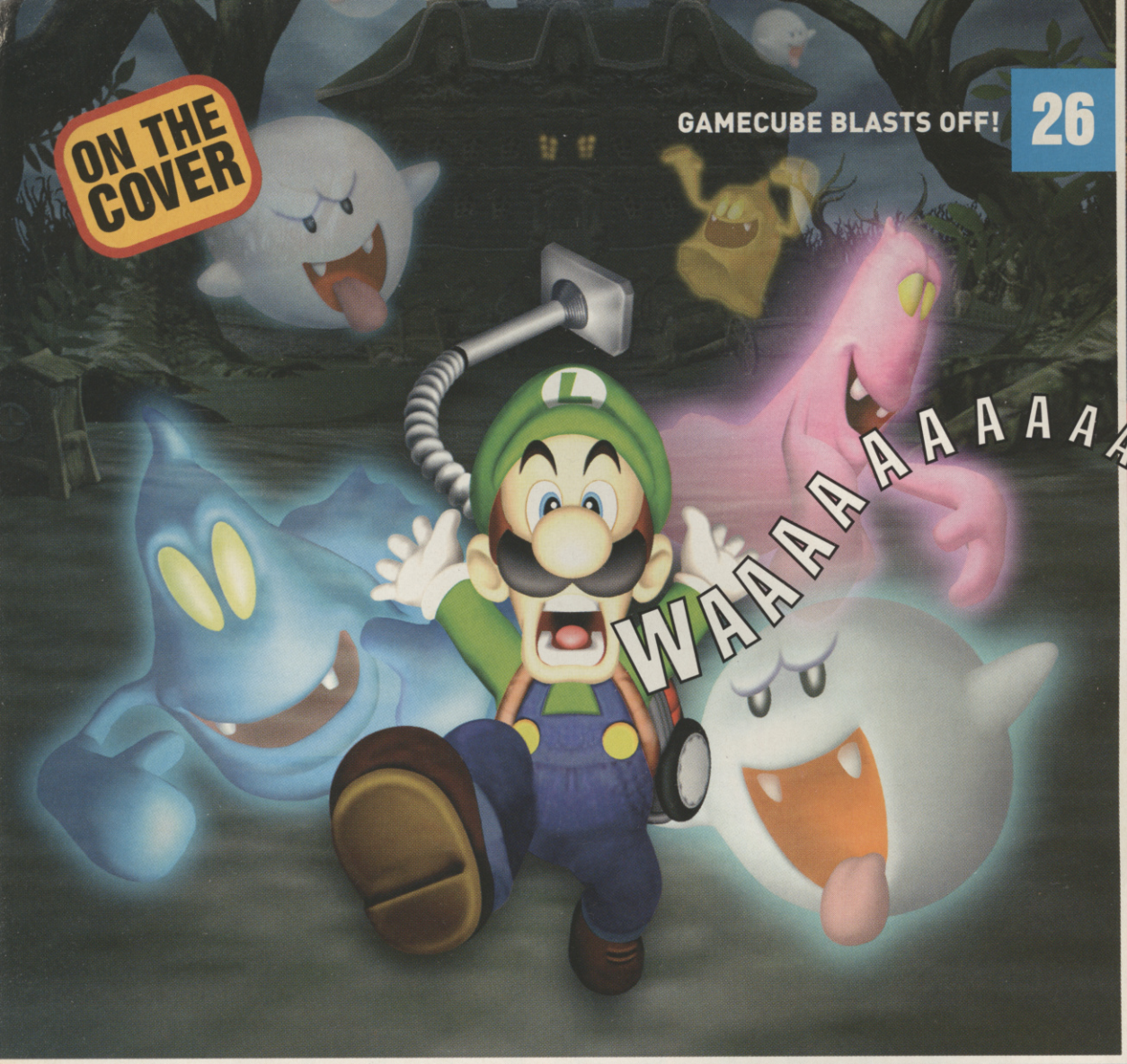


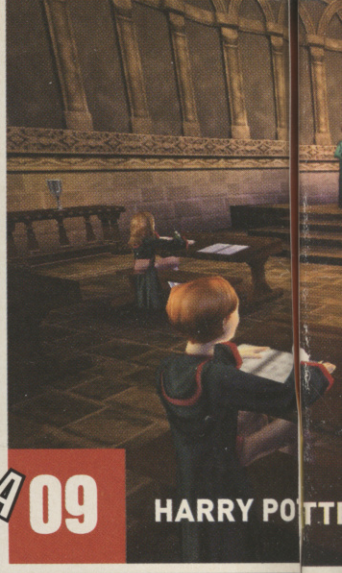
"Wanna GameCube? You'll have to fight for it!"

And when we say fight, we really mean *fight*. At Space World in Tokyo it was hard enough just getting a go on Luigi's Mansion, let alone actually taking one home to play in the privacy of our own bedrooms. In Japan pre-orders have gone through the roof, so it's highly unlikely any game-hungry kid will get one unless they've already slapped down the cash.

Chances are it will be the same here: with demand so high in Japan and the US, the number of machines we'll get in the UK is likely to be small, at least when it launches in March. So we're giving you this insider tip – get your pre-orders in *now*, then laugh when your mates can't get hold of a GameCube for love nor money. Only thing is, you'll have to wait in the queue behind us lot, 'cos we're already waiting with cash in our hands...

Stay frosty...


ON THE COVER
GAMECUBE BLASTS OFF!
26
WAAAAAAAAAA

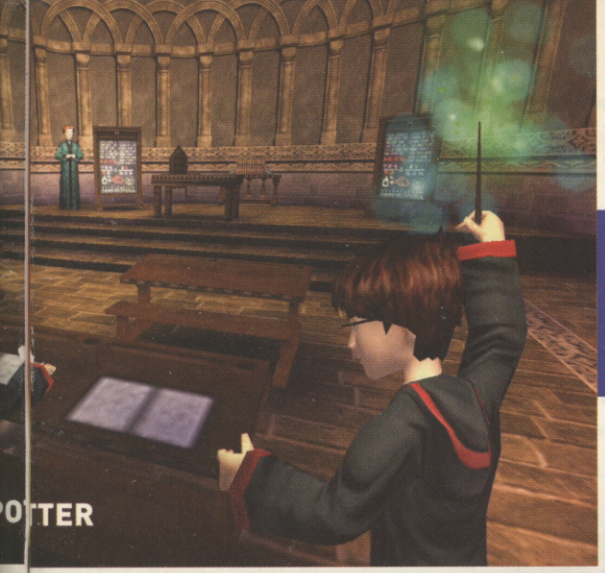

09
HARRY POTT

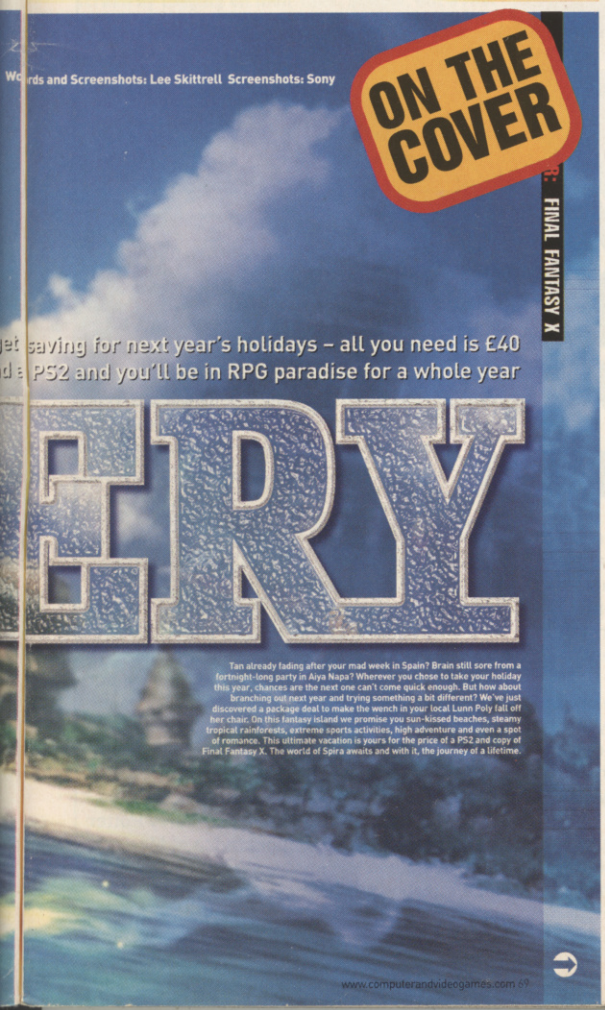
78
POKEMON ST
146/146

36
ULTIMATE XBOX GAME

106
ZELDA: ORACLE OF AGES/SEASONS

GAME: FINAL FANTASY X FORMAT: PS2 COST: £49 TBC OUT: 2002 PLAYERS: 1 DEVELOPER: SQUARE PUBLISHER: SONY
FINAL FANTASY X
Sun, Sea and
SORC
68





ISSUE 239 OCTOBER 2001

CONTENTS

PLANET CVG

06 Pokemon Card e-Reader
So clever your brain will hurt

08 Terminator
Arnie said they'd be back. They are

09 Harry Potter
His games are going to be HUUGE

12 Li'l Bruvva
Sayonara, Heihachi

14 Top Gun Combat Zones
What, no Maverick?

17 Crash Test
Don't waste your wad – read this first

20 Cackman
Attack on the kart clones!

24 Coin Gobbler
It's a Virtua Tennis 2 love match

FEATURES

36 The Ultimate Xbox Game
It's the killer app that Bill Gates needs. Just don't come whinging to us if you think it's rubbish – you lot came up with the ideas!

PREVIEWS

40 Stuntman
Crash cars for cash. Cool

44 Tony Hawk's 3
Could be PS2's best game yet

46 Alien Vs Predator 2
Mummy, I'm scared

52 Time Crisis 2
Like being in a blockbuster action flick

54 SmackDown! 3
WWF goes PS2. Is it worth the wait?

56 Batman Vengence
Yellow utility belt at the ready

COVER STORIES

26 GameCube Blasts Off!
OH MY GOD! It's actually here! We've actually played it! We're here to tell you why you must buy one!

68 Final Fantasy X
Your real life is over. Cancel all appointments. Cancel your friends. The world of Spira awaits you

FREEPLAY

60 Hunter's Mailbag
Busting to let rip about something to do with games? Now's your chance

63 Action Replay
Groovy gaming from yesteryear

64 The Doghouse
Top tips, cheats and hints from the dog in the know

67 CVG Challenge
C'mon then, outside, now!

REVIEWS

78 Reviewed: The biggies
Including Pokemon Stadium 2, Twisted Metal Black, Thunderhawk Operation Phoenix, Spy Hunter, The Weakest Link, Project Eden and lots more

HANDHELDS

104 Mario Kart Super Circuit
And all the hottest news, previews and reviews for Game Boy Color and Game Boy Advance, including Zelda: Oracle Of Ages/Seasons and Iridion 3D

Swipe the bottom barcode first to download Pokemon info to your GBA

Pok-e reader!

POKEMON CARD READER ON GBA

Playground squabbling over whether the Pokemon trading card game is better than the Game Boy Pokemon videogames series will soon end. Why? Because the pair are set to merge when Nintendo releases its awesome Card-e reader for Game Boy Advance in Spring next year.

The gadget is slightly larger than a Game Boy cartridge and plugs nicely into the slot on the back of a GBA. When one of the new Pokemon Card-es is swiped, sensors read information stored on two dot-matrix barcodes printed on the front of each card.

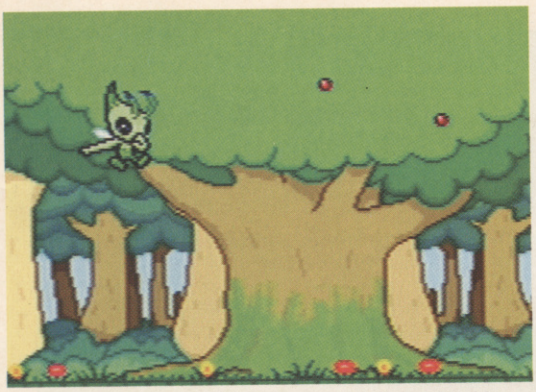
The first barcode, which runs horizontally along the bottom of the card, contains information and statistics unique to each Pokemon, and when swiped through the reader these are downloaded instantly to your Game Boy Advance. This information includes never-before-seen details about the evolution of each Pokemon, plus secret hints and killer game tactics on how to get the absolute most out of their individual skills.

However, it's only when you swipe the other code through the reader that things really start to get exciting. This longer, second barcode can store anything from still images and animated movies of the Pokemon, to awesome fully playable sub-games.

And we've seen a few of them already. Swipe Pichu through and you have to furiously stop a load of Hoppins from floating off the top of the screen, while Celebi has to fly around grabbing as many pieces of fruit as possible before the clock hits zero.

These games gradually get more sophisticated too, as more cards with different codes are swiped through the reader. This means the possibilities are almost endless, but also means you'll swap cards with mates to own the ultimate Pokemon collection.

Pokemon is just the tip of the iceberg for the Card-e reader too. Although no other tie-ins have been officially announced yet, you can be sure other trading card series like Harry Potter will follow suit, and the appearance of Mario, Zelda and other Nintendo overlords is surely just a question of time.



This is the super-rare 251st Pokemon, Celebi. Load up his card and you get to play this cool sub-game

Pichu has to stop the Hoppips from floating off the top of the screen by tugging on their tails. Simple, but a real laugh

Slap the reader in the top of your Game Boy Advance and this logo appears, then swipe your card through

The longer barcode running down the side of the card contains all the sub-game and movie info

POKEMON MINI UNVEILED

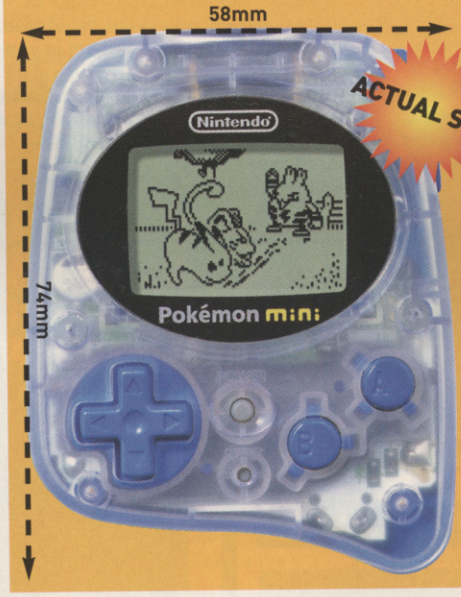
Mini-mon

Pokemon Mini, Nintendo's latest handheld, is a pocket monster in every sense. Not only is it an absolute beast of a good game, it's around the size of a matchbox, meaning it'll fit into the tiniest of pockets even if they are already bulging with keys and small change. It's just a quarter of the size of a Game Boy, and weighs 70g – about the same as two packets of crisps.

The games come on tiny cartridges the size of a thumbnail, and plug into the back of the machine, while a small black and white LCD screen displays the action on the front. The D-pad and two buttons give you control over the Pokemon, a rumble feature brings each game to life and the infra-red port allows you to transfer data between units up to a metre away.

Four games have been announced for Pokemon Mini so far. You can run, jump and play with your favourite creatures from the game with Pokemon Party Mini, tapping the buttons to run faster and jump higher.

Pokemon Pinball Mini does exactly what it says on the box: a smaller version of the Game Boy Color game squeezed into the tiny handheld. It boasts three game modes and a whopping 90 stages.



Pokemon Zany Cards is like playing with a digital version of the trading cards, with all your favourite Pokemon crammed in and waiting to battle. Lastly, there's Pokemon Puzzle Collection, a mind-bending palm-puzzler that's filled with over 80 puzzles.

Pokemon Mini is released in Japan at the end of the year and here in Spring, but no price has been announced. CVG reckons £35 for the Mini and around 15 quid for the games. Question is, how much do you think it's worth? Email us at the usual address and let us know.

Cube Launch March 8?

SPRING STREET DATE RUMOURED

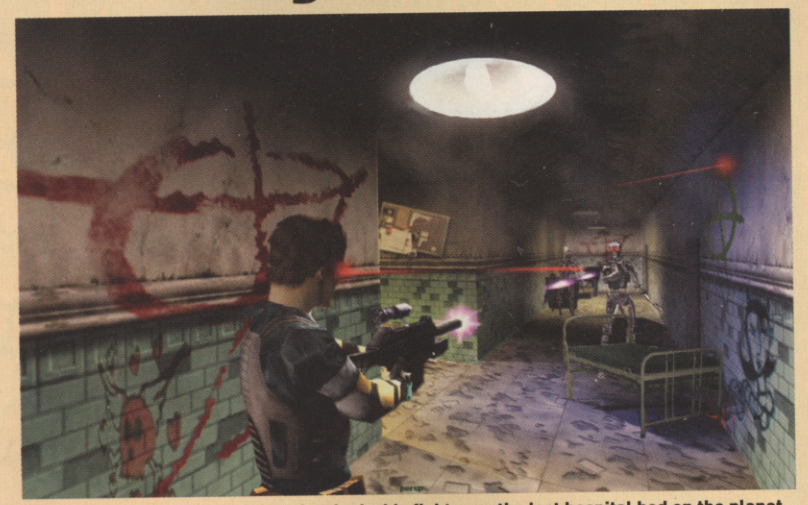
Although Nintendo refuses to make an official announcement regarding the launch date of GameCube in the UK, CVG has heard a reliable rumour that Nintendo's mega-console will be unleashed on 8 March 2002.

How the hell did we get this info? Well, Electronic Arts let it slip, claiming the GameCube version of SSX Tricky would be released on this date, and as only a dumbass would release a game for a console that's not already on the shelves, we put two and two together to come up with our guesstimation.

As for a price for the machine, it's rumoured to be between £149 and £199, but bearing in mind the Japanese price is around £142, we'll probably get stung for nearer the two hundred quid mark. Lucky us.

ARNIE'S BACK FOR MORE ACTION

Destroy All Robots



Human warriors and terminator battle droids fight over the last hospital bed on the planet

Terminator, Austrian Oak Arnold Schwarzenegger's hit movie, is set to explode onto PS2. Prepare to play a major part in mankind's salvation.

The year is 2029. Humanity stands on the brink of extinction in the war against the machines. Supercomputer Skynet has created a new threat – killer humanoid cyborgs.

What this means is an excuse to pump hordes of robots full of hot lead, in a mission-based shooter set in post-apocalyptic Los Angeles

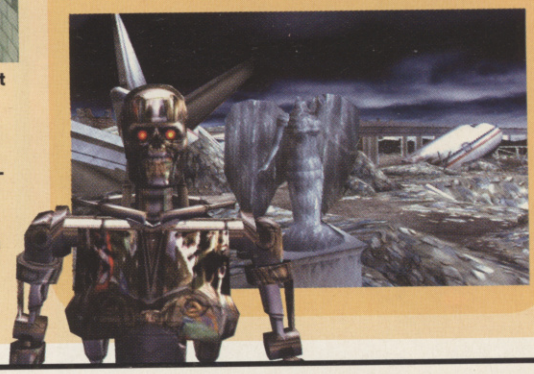
It's all looking good so far, but with no sign of a polygonised 'Ahnoldt', or a sampled "Fug yoo azholl," will die-hard fans of the movies still care? We'll see, come next spring.

FUTURE FLAWS

Terminator – good film, shame about the plot holes

Like most films involving time travel, there are plenty of glitches in the plot of the Terminator films. In the original Terminator, Kyle Reese (the man sent back to protect Sarah Connor) says the reason he didn't bring a "ray gun" back through time is because the transporter "can't cope with metallic objects". But the Terminator *is* a metallic object – so how can it travel through time? If covering a metallic object with organic flesh gets a T-800 through the transporter, why don't the humans cover some weapons in pigs' guts and send them back too?

Incidentally, Ahnoldt was paid $15 million for Terminator 2, a film in which he spoke only 700 words of dialogue. Which means he was paid the princely sum of $85,716 just for saying "Hasta la vista, baby." Lucky sod.



Cel-ebrate Good Times

CEL DAMAGE PICS

Ha ha, look he's axe-ing stupid!

Remember the iffy Wacky Races game that appeared on Dreamcast last year and recently PS2? Well, it looks like developer Pseudo Interactive remembers it, judging from the screenshots of its upcoming Xbox racer.

Cel Damage bears a remarkable resemblance to Wacky Races, complete with comical racers, extravagant weapons and similar cel-shaded visuals.

We're not ones to judge a book by its cover and we'll wait until review time before passing judgement. Promising signs include specially created characters with designs inspired by everything from old black and white cartoons to modern day anime, and multiple play modes.

EVO SOCCER NAME CHANGE!

The European Allstars make a run on goal

Dirty Davids gets shown a red. See ya!

They Think ISS All Over

Konami has done the unthinkable and dropped legendary football series ISS. Only joking! Before you run out into the street and throw yourself in front of an on-rushing car, be aware it's only the name that's going – the game will live on.

Konami has decided to rename its award-winning soccer series. The next game in the series, scheduled to hit PlayStation 2 in the near future, will be named... drum roll, please... Pro Evolution Soccer! Incredible, isn't it? Well it is, because we've played a PAL version and can say it's better than the Japanese version. They've found time to add a host of improvements, making it faster, packed with more player animations that allow players with high-skill ratings like Zidane to turn on the ball even quicker. Thanks to the new FIFPro licence, Konami can now use real names and likenesses of players. They've even given Beckham his distinctive mowhawk – pity he's gone and shaved it off again.

HARRY POTTER SCREENSHOT BONANZA

Wizard!

Have you seen the adverts claiming 100 million Harry Potter fans can't all be wrong? Well before we tell you about the game, CVG would like to point out that if 100 million Harry Potter fans were asked what the capital of Burkina Faso was, they probably would all be wrong. Because it's Ouagadougou, and surely no-one knows that.

Are you sitting comfortably? Then we'll begin, again. Electronic Arts has presented us with a selection of new shots from the PC and PSone versions of Harry Potter and the Philosopher's Stone.

You control Harry as he enrols at the Hogwarts School of Witchcraft and Wizardry and embarks upon a journey to unlock the secrets of his magical abilities. The game plans to stick to the book's plot, with key events such as a rollercoaster ride through Gringott's bank and a flying broomstick chase to retrieve the Remembrall.

Harry spots some Nazi kids practising Heil Hitlers

The PSone incarnation will rely on platform thrills in the Tomb Raider mould, with tricky jumping sections, secret passages and plenty of climbing to be done.

The PC game looks like it'll require a tad more grey matter to play, with Harry sneaking around Hogwarts, avoiding unpleasant encounters as well as playing the odd game of Quidditch. The environments will also change over time, with stairs moving and classrooms relocating.

The PC version looks nice and sharp already. Here Harry vents some green magic juice

Broomstick chase: go on, Harry – you can do it!

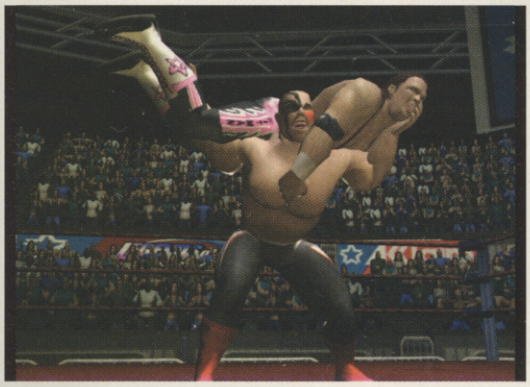
LEGENDS OF WRESTLING – FIRST LOOK

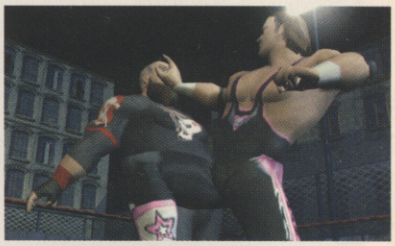
Relic-Mania

When WWF bought WCW and moved in on ECW earlier this year, not only did WWF bury its competition, but it handed the lion's share of videogame wrestling to licence-holders THQ.

WCW licence-holder Electronic Arts seem to be out of the frame. Acclaim's ECW games look like history. If you want to release a wrestler right now – but you aren't THQ – you're a bit stuffed.

Who knows where those hands have been?





Come on! He's not even hitting him that hard, look – it's so obviously fake!

"You don't even want to know what I trod in"

Step forward, then, Acclaim, who has hit upon the bright idea of creating a new franchise by buying up retired wrestlers. After all, legends don't die. They just get fatter. Favourites like Bret 'The Hitman' Hart and Jimmy 'Superfly' Snuka may not be able to get it on in the ring any longer, but that doesn't mean you can't recreate it in a game.

The end result is Legends of Wrestling, combining over 30 superstars, 12 match types and all the Create-A-Wrestler and Create-A-Stable features you could wish for.

"Eurgh, I'm gonna put you through a world of spandex"

Along with Hitman Hart and Jimmy Snuka, you'll be able to tear it up with Jerry 'The King' Lawler, George 'The Animal' Steele and Jake 'The Snake' Roberts. Bobby 'The Brain' Heenan and Captain Lou Albano will also be on hand to provide match analysis and career guidance. Thank god for that then eh?

If you're down with OAP wrestling, you'll be pleased to know that Legends of Wrestling is currently in development for PS2 and Gamecube.

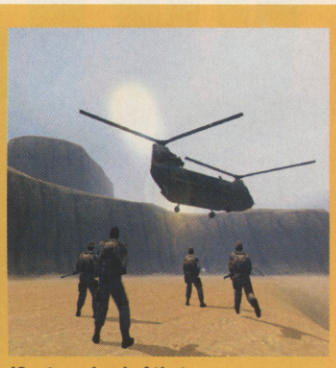
Developer Top Trumps

COLLECT THE SET!
Number #2 Taku Chihaya

Chihaya is Director of Japanese developer Yuke's, the company behind the phenomenon that is the SmackDown! games and one of the few leading ladies in the games industry.

TONGUE-TWISTING NAME	
Pretty difficult after a few pints of shandy	60
WORTH	
Enough to keep her in diamond shoes	75
PAST HITS	
Fine wrestling heritage but a few dud games	60
STAYING POWER	
Yuke's did its first wrestler back in 1995	75
GEEK OR GOOD LAD (ETTE)?	
Like a surrogate Mom to the developer team	50
FUTURE POTENTIAL	
Plenty of mileage left in the WWF brand	95

How did those Army Men dudes get here?



'Copter a load of that

CONFLICT: DESERT STORM

Saddami So Goody

Relive the Gulf war in Conflict: Desert Storm, one of the first European-developed titles to be announced for Xbox.

There's no sign of Saddam Hussein yet, but we do know you'll get to experience the war with some of the most feared special forces squads in the world. That means the SAS for us Brits, and the US Delta Force for any Yanks who might be reading. The elite Iraqi Republican Guards who so valiantly got bombed and ran away sadly don't feature.

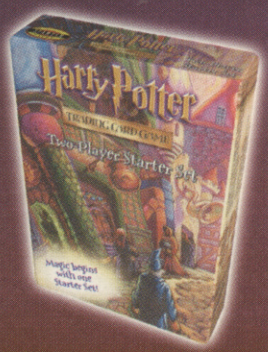
Each member of your four-man team has special skills and abilities, excelling in one area such as rifleman and infiltrator, sniper or demolitions. Like Codemasters' recent PC hit Operation Flashpoint, you'll also be able to interact with a variety of stonking vehicles like helicopters and tanks. As you progress through missions you'll be rewarded with medals and promotions – sounds just like the real army, minus the broom handles and moustaches of course.

Conflict: Desert Storm will be released next Spring when Xbox is launched in Europe and is also reporting for duty on the PC, sir!

Feel the magic in your fingertips!

The Harry Potter™ Trading Card Game puts potions, spells and creatures in your command. Some are familiar from the Harry Potter books, some are new. But in the hands of an able wizard, all are powerful.

For more information on Harry Potter visit www.harrypotter.com
For more information on the Trading Card Game visit www.wizards.com/harrypotter



Harry Potter

TRADING CARD GAME

Find the Magic in you.

HARRY POTTER, characters, names and related indicia are trademarks of and © Warner Bros.
The Wizards of the Coast logo is a registered trademark of Wizards of the Coast, Inc. ©2001 Wizards.

YOU WANT REALISTIC-LOOKING?

Check out the pics to the left. One is a photo of a road in Finland, and one is a screenshot of a road in Finland from World Rally Championship. Okay, they're not that similar but it's pretty good, huh?

WHAT'S UNDER YOUR BONNET?

PS2 Driving Gets Dirty

Rallying may lack the glamour and spectacular multi-car pile-ups of Formula One, but with cars barrel-rolling down dirt tracks and skidding out of control towards 200ft drops, it has a very unique kind of appeal. It also separates the men from the boys when it comes to car handling.

With GT3 nicely taking care of the road racing fanbase, Sony has turned its attention to off-road racing by snapping up the official rights to the FIA World Rally Championships for the next five years. And just as GT3 took road racing to new heights, World Rally Championship wants to powerslide rally gaming into the next generation of in-your-face realism.

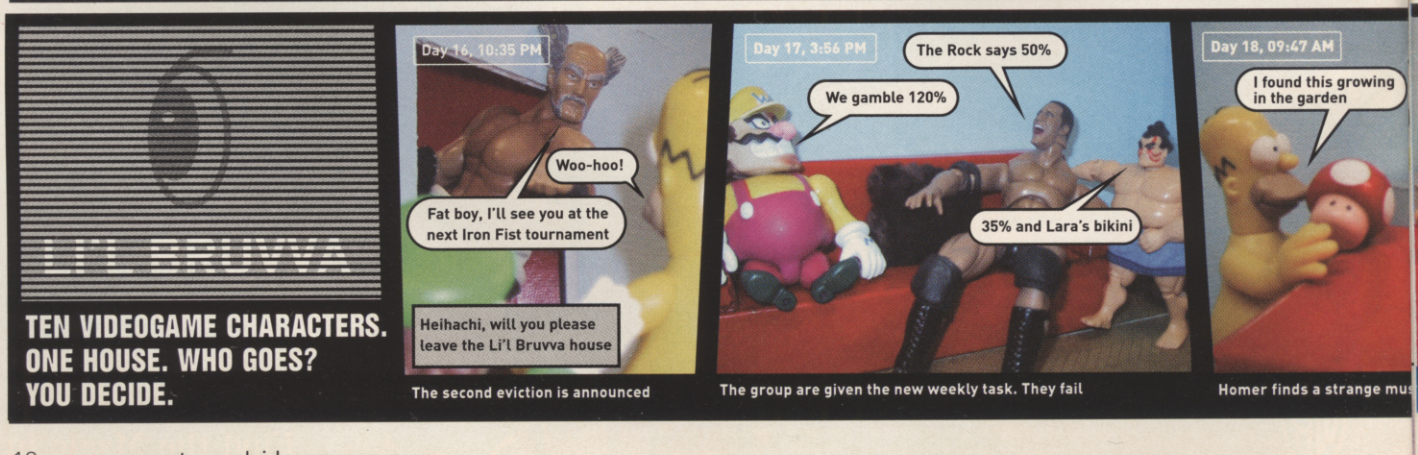
Courses are close to being photo realistic, cars take damage that not only affects their looks but their handling too,

Crash damage affects handling as well as looks

and they tell us there's 150 different aspects of your car's performance that you can fiddle with.

With the point of rallying being you against the clock, some racing fans may fail to see the point. Luckily, other modes, including a head-to-head, have been put under the bonnet to please those of us not hardcore enough to be able to name every driver in the competition.

Handling has been kept halfway between realistic and arcadey to try to keep everyone happy when it's released this autumn. We've had a quick play and it's looking promising.



GTC AFRICA – FIRST SCREENS

Turn Left At The Zebra Crossing

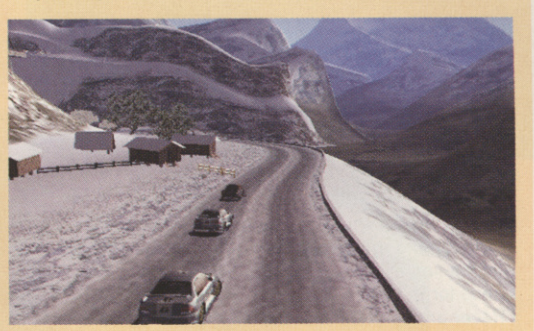
Racing games with a twist, Number #76: GTC Africa. Who said the videogame industry was guilty of endlessly regurgitated old ideas – not us! Take racing for example. Over the years we've had comedy karting, rally racing, F1 realism, sci-fi speeding – the lot. Trouble is now, where do the developers go next?

One recent development has seen them cottoning onto the importance of the locations. Witness Metropolis Street Racer on Dreamcast with its accurate reproductions of Tokyo, San Francisco and London. Now Rage Games plans to take this trend to the next level, with a racer set entirely in Africa. "Really," you say, "tell us more." Okay then.

The Global Touring Challenge is heading for safari, with the scale and beauty of the African landscapes recreated within the cogs and gizmos of the PS2. From November you'll be able to race licensed Fords and Subarus through Cape Town, the deserts of Libya and the misty jungles of the deepest Congo. Now, who sells 'Mind The Elephant' car stickers?

Maybe they should rename it African Street Racer

Damn nice-looking locations – just remember to concentrate on the race



Yes, Africa has got snowy mountains, too. Didn't you ever pay attention in Geography, dimwit?

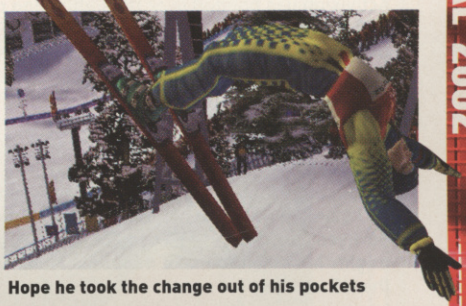
SALT LAKE 2002 – FIRST LOOK

Winter Warmer

Last summer, developer Attention To Detail treated us to Sydney 2000. This winter, it's getting frosty with Salt Lake 2002, the official game of the Winter Olympics. Not bad globetrotting for a company from Warwick, England.

The Winter Games have been condensed down to six events for the videogame – Men's Downhill, Women's Slalom, Two-man Bobsleigh, Freestyle Aerials, Ski Jumping and Snowboard Giant Slalom.

Despite the omission of faves such as Luge and that celebration of spread-eagled girls in leotards known as Ice Skating, Salt Lake 2002 manages to boast some impressive features. What's caught our eye are the authentically modelled Salt Lake venues and environments, created using satellite imaging technology. Don't ask us how that helps, but it sure sounds good. Salt Lake 2002 is scheduled to hit the PS2 in November and will reach the PC crowd early next year.



Hope he took the change out of his pockets

Don't ever pull this face when you're doing something. You'll look a plonker too

Extreme facial expressions and extreme camera angles – a match made in heaven

...hroom...

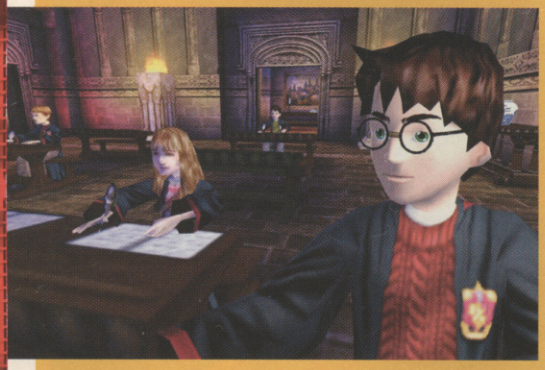
...but it's not the usual power-up

Wario reveals his innermost desires in his sleep

Lara is acting more natural...

GOSSIP

SINK THE POT
The big axe has reportedly been wielded at EA again; this time Harry Potter (the licence EA paid $100 million for) on Xbox has been canned as it was too far behind schedule and was costing too much. EA's usual "no comment" doesn't bode well.



X MARKS THE SPOT
But it's not all doom and gloom for Microsoft's forthcoming mega toy. Uber-Japanese developers are easing their weight behind it by making four titles for it – three of which have been named. Ridge Racer and Soul Calibur 2 are the latest versions of their classics while Dead to Rights is an original game. Well, hopefully, anyway.

ELITE FARCE
Activision has handed over the publishing duties for PS2 versions of Elite Force and Soldier of Fortune to small-time outfit Eon – responsible for high-class (ahem) titles like International League Soccer and Airfix Dogfighter. Be afraid.

XBOX LATE FOR SUSHI
Microsoft has finally confirmed what we all suspected – Xbox has slipped from its release date in Japan and will now not see the light of day until next year. February, to be precise. This will allow the mighty Microsoft to make more machines ready for the US launch.

BLIZZARD IN A TEACUP
Some things in life never make sense to us mere mortals. Blizzard has finally announced its heavily-rumoured massively multiplayer online role-player will be World of WarCraft, even though WarCraft 3 is also in production. So, two new WarCrafts but no new StarCraft. WTF?

XTACY FOR PS2
Raven, the twisted mind behind Soldier of Fortune and Elite Force for PC, has begun development on a PS2 X-Men RPG, featuring Wolverine and the rest of the gang. With its movie studio connections, don't be surprised if this is linked up with the second X-Men movie currently in production.

"Quick, Use The Modem, Tidus!"

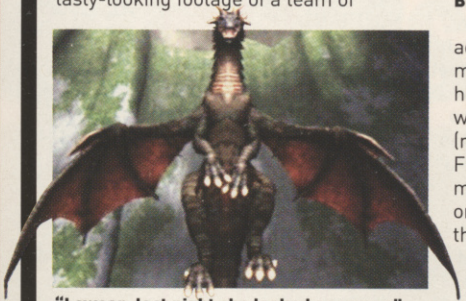
FINAL FANTASY GOES ONLINE!

The Internet's the place to go for the stuff of fantasy, like that Californian cutie you share intimate chat moments with. But soon a very different type of Fantasy will be taking over your life.

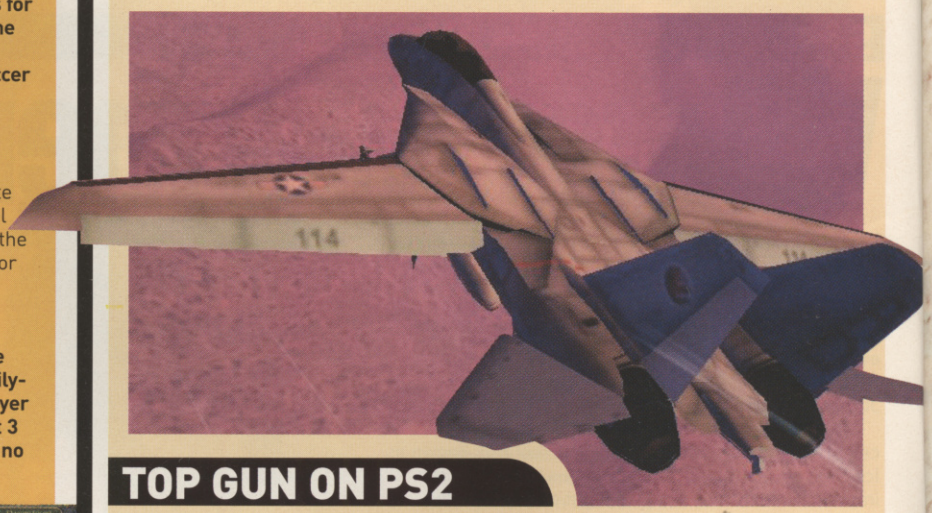
Final Fantasy XI is going to draw RPG fans into an online world of dragons, sorcery and epic questing when it finally hits Japanese stores 'sometime in 2002'. The rolling demo of FF11 that comes with the import copy of FF10 shows tasty-looking footage of a team of adventurers wandering through a medieval-looking world. The demo also hints at how the online interface will work through Square's online website (register now at www.playonline.com for FF goodies galore) and how the marketing blitz for the game will focus on uniting people across the world with the lure of adventure and, er, romance!

Details are scarce, and we probably won't see it until 2003 but we're already polishing our Spheres with excitement.

Blue birds: now with added headlights



"I swear, last night she looked gorgeous"



TOP GUN ON PS2

Aerial Combat Cruising In

Remember Goose, Maverick, Ice Man and Viper? No? That's because only old crusties and anyone forced to watch Christmas TV will have seen the 1980s Tom Cruise flick, which was packed with pilots whose main aim in life seemed to be to sport the stupidest nickname.

Never mind, none of them are going to appear in the PS2 version because Tom Cruise owns the copyright to the name Maverick. Good or bad news? You decide. Meanwhile, the game's been based around the airborne action in the movie, so expect an arcade-style aerial combat title looking like a mixture of Star Wars Starfighter and the classic jet fighter game, Afterburner.

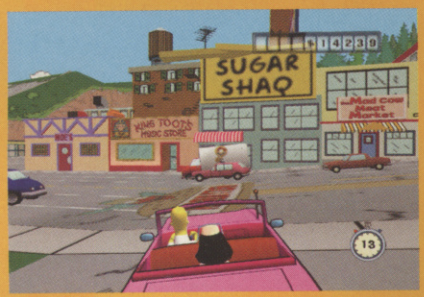
You'll be dog-fighting with Migs, bombing oil rigs and taking out loads of enemy targets with each mission you're assigned, all the time showing off your acrobatic skills as you weave between icebergs and buildings. It'll be flying our way at the end of the year, and we'll be bringing you the lowdown then.

Sours
Skittles®
TASTE THE RAINBOW™

SKITTLES® is a Registered Trademark of Mars UK Ltd.

SIMPSON'S ROAD RAGE

Who's Gonna Drive You Home?



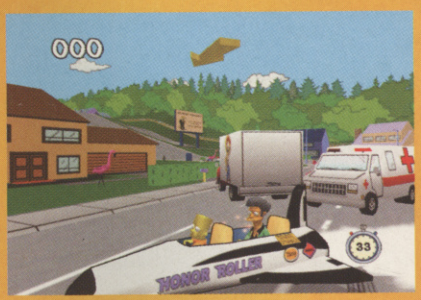
Crazy Taxi, only with The Simpsons in it

Nothing gets between Homer and doughnuts

The Simpsons, that's who. Unfortunately, if recent standards are anything to go by, a new Simpsons game will be about as welcome as a surprise visit from Patti and Selma. EA wants to try to patch up much of the damage done by the dreadful skank-fest that was Simpsons Wrestling with this Crazy Taxi-inspired comedy drive 'em up, soon to be released on Xbox and PS2 – Simpson's Road Rage.

Apparently, Mr Burns has got his Monopoly hat firmly on his head and has taken over Springfield's public transport system, cranking up the prices and skimping on safety. Do you think he's been anywhere near our own railway network? The residents of Springfield have decided enough's enough and take to the taxis themselves. Their aim? Try and earn enough cash to buy the transport system back.

Sounds like a cool story and a good excuse for loads of manic driving around the cel-shaded town we all love from the awesome TV show. Maybe they'll get it right this time and produce yummy gameplay-flavoured Squishy and not a stinky Grandpa Simpson cash-in.



"Follow that arrow!" "But I can't see the point"

Cra

MULTI-LINK 2

By: Logic 3
Cost: £19.99

It seems the boys at Logic 3 want to get the world playing together for a budget price, and have this ace PS2 multitap to offer as well as the splendid GBA four-way adaptor. The unit looks as cool as the official option and the cable's longer so it sits happily next to your PS2. An essential buy for anyone with four-player games.

★★★★★★★★★★

DAVID BECKHAM SOCCER – FIRST LOOK!

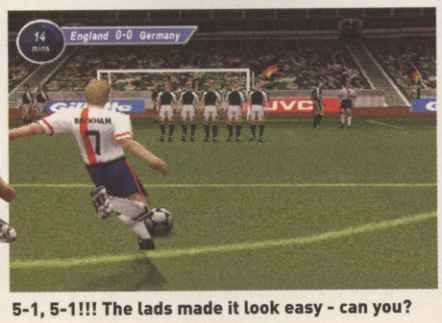
Game On!

Footy games endorsed by players dive out of the charts faster than an Italian striker blagging a penalty, but Rage thinks it can change this by grabbing the most famous name in British football – David Beckham

Taking on ISS and FIFA is no mean feat, but David Beckham Soccer boasts loads of modes and features to appeal to the footie connoisseur. Yeah, right. The game is going to blitz both PlayStations, both Game Boys and Xbox, but you have to wait till next summer for it.

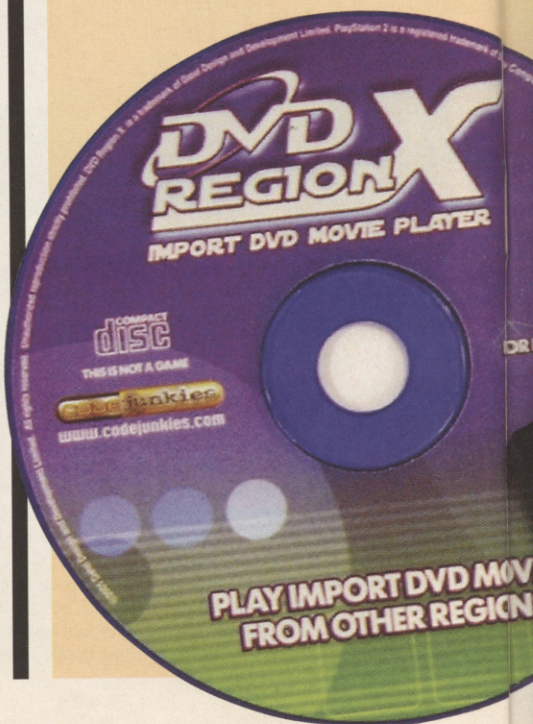
With United 1–0 up against Gunners, Becks found a 'window' in his busy schedule for a free-kick...

...a break between haircuts allowed for another



5-1, 5-1!!! The lads made it look easy - can you?

MULTI-REGION DVDS



sh Test

NEW ADD-ONS BEAMED ABOARD AND GENETICALLY TAMPERED WITH

LIGHT SHIELD ADVANCE

By: Logic 3
Cost: £5.99

Another wannabe ray of light for gloomy GBA play conditions, but again this unit's single bulb obscures some of the action. It makes playing in a totally dark room possible but you'll be forever angling the screen as you try to play around the light's reflection. This is better than the Joytech one (no batteries, cheaper) but it's still weak.

★★★★★★★★★★

TOP DRIVE SPRINTER

By: Logic 3
Cost: £29.99

A chunky wheel and an analogue pedal unit that's weighty enough to withstand a good thrashing around the tracks in GT3. The button layout on the wheel is logical and you can adjust the angle. It has a great vibration feature too, but sadly no force feedback. Even so, it's still a superb alternative to the official Sony GT3 wheel.

★★★★★★★★★★

LIGHT MAGNIFIER

By: Joytech
Cost: £9.99

The joy of GBA comes from playing Mario in bright sunshine for crystal clear visuals, but the misery comes when trying to play in a dimly lit room. Sadly this light and magnifier unit doesn't solve the problem, as the two light sources obscure the action on screen and the angle of the glass blurs the edges of the screen.

★★★★★★★★★★

S FOR PS2

Xtra! Xtra!

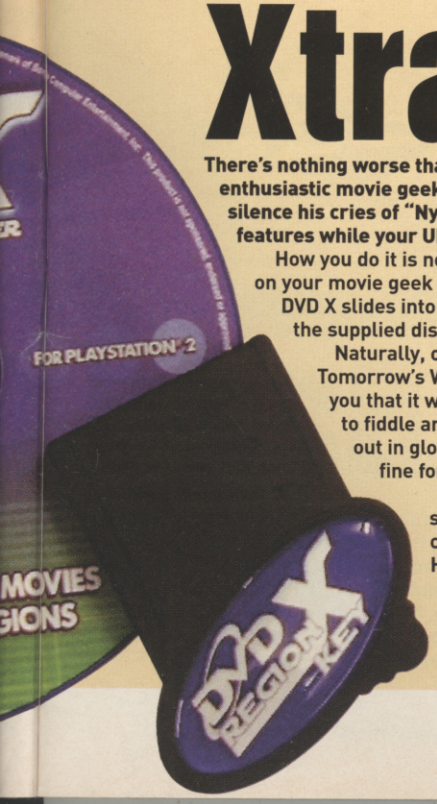
There's nothing worse than an over-enthusiastic movie geek – unless it's an over-enthusiastic movie geek with a multi-region DVD player. Now's your chance to silence his cries of "Nyah – my US Hannibal DVD comes with 18 discs of extra features while your UK PAL version has nothing – NOTHING!"

How you do it is not by faithfully re-enacting Hannibal's brain-eating scene on your movie geek mate's head. Instead, it's by producing the nifty DVD X. The DVD X slides into your PS2's memory card slot and, after booting up with the supplied disc, lets you play any DVD on your PAL PS2 – any DVD at all.

Naturally, on your behalf, and like the over-eager presenters of Tomorrow's World, we've tried one and we're happy to report back to you that it works like a charm. Hurrah! You may find yourself having to fiddle around finding the correct cable so that your signal comes out in glorious colour, but far not, a SCART cable should do you just fine for most regions.

One more thing: the TV has to be able to support an NTSC signal too, but, unless your TV is so old that it's powered by clockwork, this shouldn't be a problem. Both Datel and HMV have versions out, retailing at £19.99.

So, now you can buy movies off the Internet with loads more DVD extras and months before they're released in the UK. There has to be a catch. We just can't see what it is at the moment...



What's This Console?

Throughout history, people have proclaimed great things, only for rancid egg to be flung back in their face when their grand vision became a delusion of grandeur. Videogames are no different; for every Mario there's a Hosenose and Booger.

What we want to know is can you identify the mystery console from the artist's impression above? More importantly was it a work of art, or a steaming pile of dung?

STAR WARS – NEW GAMECUBE & XBOX SHOTS

Obi-Wan recreates the hilarious 'plank of wood' sketch with a lightsaber

Snowtroopers – and don't they look just peachy in their Persil-white suits?

Wan To Use The Force?

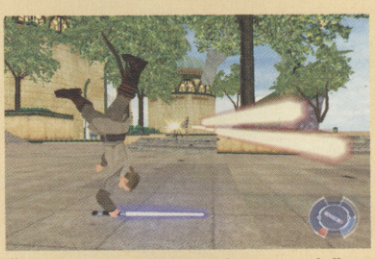
We've blagged yet more stunning shots of two of the most eagerly awaited games on two eagerly anticipated consoles. It's just a bit of a coincidence that they both happen to be set in the Star Wars universe, honest.

Xbox's great white hope is Star Wars Obi-Wan, starring everyone's favourite hirsute Jedi Knight as he goes about his daily business. Wake up, make coffee, and work your way through 15 levels of menacing foes and lightsaber action. Obi-Wan also gets to use the Force and visit Tatooine – what, again? Small universe!

The action starts weeks before the events seen in The Phantom Menace. Unfortunately, that doesn't mean you can hunt down Jar Jar Binks in a Terminator stylee, re-writing the course of events of Episode 1 as you go. What you will get is a new enemy known as the Jin'ha and a confrontation with the best thing in the movie – Darth Maul.

Meanwhile, in a galaxy far, far away, or GameCube to be precise, Star Wars Rogue Leader gets prettier each week.

The new shots of the Battle of Hoth reveal not just AT-ATs and Snowspeeders caught up in the action, but Rebel and Imperial ground troops as well. If GameCube manages to pull this off we'll be very happy indeed. Enough of our yakking, check out the shots...



"Ooh, I've lost my contact lenses again"

With a rebel yell, they cry, "Run away!"

Get It Right?

If you answered "Sega's 32X" you're correct. The 32X was an upgrade for the 16-bit Mega Drive that provided a stop-gap between the Mega Drive and Sega Saturn or a PSone. The success of PSone owes a lot to the bitter taste the 32X left with Mega Drive fans across the land.

So, they'll be concentrating on the gameplay then

"Look, mum! Men pay me to do this for a living!"

CHEAP PR STUNTS WE LOVE

Twin Air Bags

Infogrames has a Sea-Doo racer called Splashdown set for release in November. They've got a bit of a dilemma though, because the water's very nippy in November and who's going to want to go Sea-Doo racing then? Well, some bright spark in the company decided it'd be a good idea to get a little PR stunt under their belts while the water was a bit warmer. Even better, they decided two Page 3 'lovelies' — namely Jamelah and Jakki — should get on a Sea-Doo and show the world just how much fun they are. The game may turn out to be good, but do we care? Will it ever top this shameless stunt?

©CAPCOM CO.,LTD. 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO.LTD. RESIDENT EVIL is a trademark of CAPCOM CO.LTD. ALL RIGHTS RESERVED. PS2 and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.

CACKMAN

Gobbling up all the latest gaming crap

THE CLONE WARS

So George Lucas has finally revealed the name of his new Star Wars movie. Attack of the Clones. Ha ha ha!

How Cackman laughed. Not because it's such a shite name, though there's no denying it stinks. Not even because the day he revealed it, a crazed scientist horrified the world by announcing he's really going to clone humans. Ooh, bad taste George. Nope. Cackman laughed because, on the same day, he received his copy of Star Wars: Super Bombad Racing. All your favourite Star Wars characters... in a lame Mario Kart rip-off. You said it George: Attack of the Clones.

Mario Kart on the Super NES was brilliant and original. Untapped go-karting fun doused with Mario madness. When did that become an excuse to churn out cheap copies with your own game characters? Now it's standard practice. Crash Bandicoot? Stick him in a go-kart. South Park? Tag on the word Rally and wheel it out. It's only a matter of time before we get Tomb Racer.

But it's not just the 'kart genre'. Metropolis Street Racer famously drove us through perfect replicas of London, Tokyo and San Francisco. Whoopee-frickin'-doo. Guess what? Now one or all of those cities come as standard in GT3, Lotus Challenge, Test Drive on Xbox, The Getaway or Supercar Street Challenge.

And if I see another Dodge Viper or Lotus Esprit I'm gonna gag.

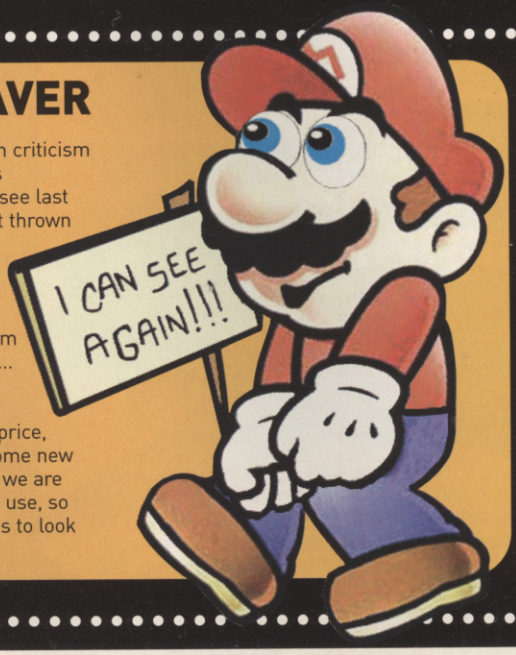
Then there are the first-person shooters. So shamelessly identical they even re-use the software. Like Unreal sir? Try Deus Ex – same code. Alien Vs Predator 2? You may as well practise Quake III, that's the engine you'll be playing. Mind you, upcoming Halo on Xbox is '100% original', pitting you as... a cybernetic warrior in an apocalyptic future. Someone stick me in a low-gravity space station and shoot me in the face with a rail-gun.

Anyway, better stop or I'll start repeating myself. Ho ho. But next year, when torn between buying something original like Pikmin and Luigi's Mansion, or another Tony Hawk/GT3/Resident Evil clone, think about who deserves the money more. Personally I'll be playing Lord of the Rings Pinball, Harry Potter Broomstick Street Racer and Star Wars Episode II Extreme Sports.

SCREEN SAVER

After Cackman's outspoken criticism of the Game Boy Advance's disgracefully dark screen (see last month's CVG, if you haven't thrown it away or used it to wipe the dog's bottom with), Nintendo seems to have taken notice.

Cackman put the problem to Nintendo, which replied... "There have been some complaints. But we had to consider other things like price, battery life etc. We have some new software tricks now which we are encouraging developers to use, so from now on expect images to look brighter." Good.



Men playing invisible clarinets have a hypnotic effect on poor Pammy

VIP – ON PSONE SOON

In Pammy's Knickers

If it's good enough for Becks to wear Posh's thong, then who are we to say no to the opportunity to step into Pammy's knickers? Yes, the hit (did we miss a letter out there?) TV series VIP is coming soon to PSone, with Pammy as the highly plausible head bodyguard, fighting and pouting her way through 60 levels to rescue a Hollywood anaesthetist. No, we're not making this up.

We're sure the TV series is popular 'cos of the involving plots rather than Pammy running around jiggling, but the game's going to need to be more packed with promise than Pammy's tightest jogging outfit to tear us away from our Mario video footage.

There's a lot of martial arts-based fighting and more traditional gun fighting to be done as you take control of one of six different characters, who all have their specialist fighting skills. Right. So Pammy's special move is the 'distract them with your, er, smile and then twat them with your make-up box'. OK, so we did make that bit up.

The PSone game is coming in December, with PS2 and GBC versions to follow early next year.

Pammy: totty's botty on a potty?

"It's your turn to get the door!"

WE MAKE THIS MAG

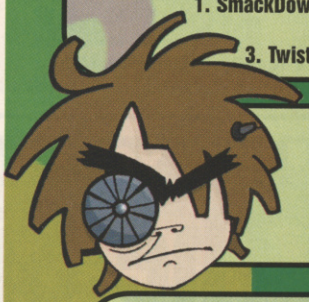
Meet CVG

Alex Simmons, Editor
I'VE BEEN PLAYING
1. Tony Hawk's Pro Skater 2 on GBA
2. Time Crisis 2
3. Pro Evolution Soccer

Dan Payne, Art Editor
I'VE BEEN PLAYING
1. Mario Kart Super Circuit
2. Castlevania on GBA
3. Mystery Of The Druids

Jenny McComb, Designer
I'VE BEEN PLAYING
1. Mario Kart Super Circuit
2. Tony Hawk's Pro Skater 3
3. Time Crisis 2

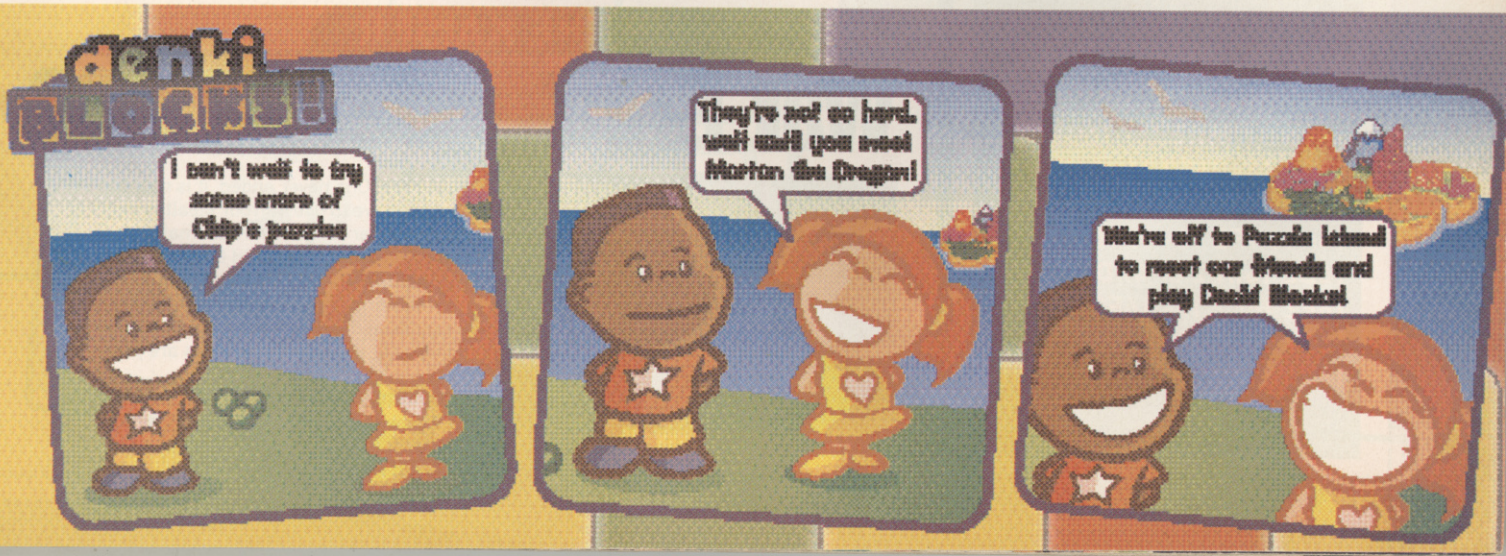
Les Ellis, Games Editor
I'VE BEEN PLAYING
1. SmackDown! Just Bring It
2. Mario Kart
3. Twisted Metal Black



Lee Skittrell, Senior Writer
I'VE BEEN PLAYING
1. Final Fantasy X
2. Mario Kart
3. Stuntman

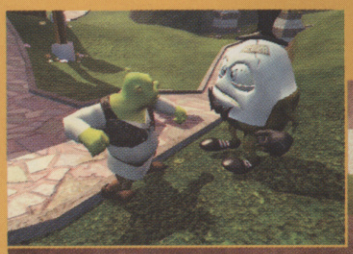
Pete Walker, Deputy Editor
I'VE BEEN PLAYING
1. Head Hunter
2. Final Fantasy X
3. Time Crisis 2

Mike Cooper, Writer
I'VE BEEN PLAYING
1. Tony Hawk's Pro Skater 3
2. Time Crisis 2
3. Castlevania on GBA



MOVIE SPIN-OFF UNVEILED

Shrek'll Save Xbox!



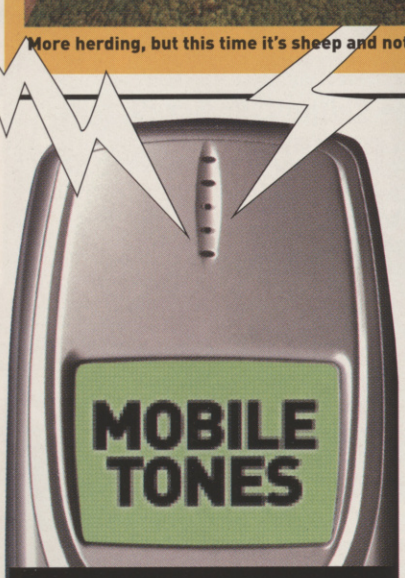
More herding, but this time it's sheep and not the bizarre egg-children up top

Who'd have thought that a bogey-green ogre would be the character to give videogame fans a real reason to be excited about Xbox? Shrek may sound like someone cussing, but everyone who saw the best animated movie of 2001 came away with a fat smile on their face. Now the green dude looks set to do the same for Microsoft's console hope.

While only a video reel has been shown so far, the brightly-coloured 3D platform world of Shrek's game was a hit at European show ECTS, and one of the few games exciting enough to divert us from the ladies on the Erotica Island stand.

Shrek's in-game ugly mug looks just like his CG equivalent in the movie, with real-time lighting reflecting off his shiny boat race as he leaps about the gorgeous environments. Objects like giant pumpkins and trees are a real treat on the eyes, and again look like they could have been lifted straight from the movie. Shrek's certainly got the looks, and we're betting that with such a big name licence, developer TDK Mediactive is polishing up the gameplay to match.

There are four massive worlds, split into 12 distinct levels, with an impressive total of 36 missions to bust. Should be ready for Christmas in the US, and CVG will be first with a big playtest.



THIS MONTH: PAC-MAN

CVG's phone king Johnny Minkley plucks another ring-tone classic from the videogame ether, just for you.

16B1 16- 16B2 16- 16#F2 16- 16#D2 16- 16B2 16#F2 8- 4#D2 16C2 16- 16C3 16- 16G2 16- 16E2 16- 16C3 16G2 8- 4E2 16B1 16- 16B2 16- 16#F2 16- 16#D2 16- 16B2 16#F2 8- 4#D2 16#D2 16E2 16F2 16- 16F2 16#F2 16G2 16- 16G2 16#G2 16A2 16A#2 8B2

Tempo: 180. You must have a Nokia phone with Composer to make it work!

NEW YORK RACE - FIRST SHOTS

The Sixth Element?

A racing game designed by the brains behind the Fifth Element was never going to be a conventional one.

New York Race, heading for PlayStation 2, has you flying through the crowded traffic lanes of futuristic New York, dodging skyscrapers, traffic, and speed cameras (probably). Bizarre concept – but it just might work.

Nice bit of product placement for Ralph Lauren there. A bit more of that and maybe they won't need to charge us for the games

CARRY ON UP THE KAISER

War Breaks Out On PS2

World War One never ended, it is now the Sixties and you have to use all your stealthy skills to draw the war to a close. Presumably so England can go on to win the World Cup and the hippies can get on with the Summer of Love.

IronStorm on PS2 uses evolved WWI weapons and has you crawling round towns fighting for your life. Early signs are juicy.

Twisted history games aren't exactly new, but look what Westwood did with the Red Alert series

NEXT-GEN SPIDER-MAN

Gettin' Sticky With It!

Out on May 2002 in the US, same as the movie

If you've seen the trailer for the new Spider-Man movie on the Internet, you'll probably still be quivering in a pool of your own man-juice. And if you thought that was cool, take a look at these screens of the game and prepare to be paralysed with joy. Nngh!

Coinciding with the film release in 2002, Spider-Man: The Movie on PS2 sees the sticky superhero thrown into yet another kick-ass adventure. Few details have been revealed about the plot for the movie, and similarly there's very little information on the game, but rest assured that with Neversoft, the team behind the recent Spidey and Tony Hawk's games, developing this one, we'll all be in for an awesome experience.

The action is thought to work in much the same way as the PSone games, seeing you swing across rooftops, beating up brutish buffoons and going head-to-head with end-of-level bosses. But this being PS2, expect Spidey's new adventure to be bigger and better than ever.

Hmm, Spidey Sense kicking in a little late here

The spicy bluebottle curry had some side-effects

denki BLOCKS!

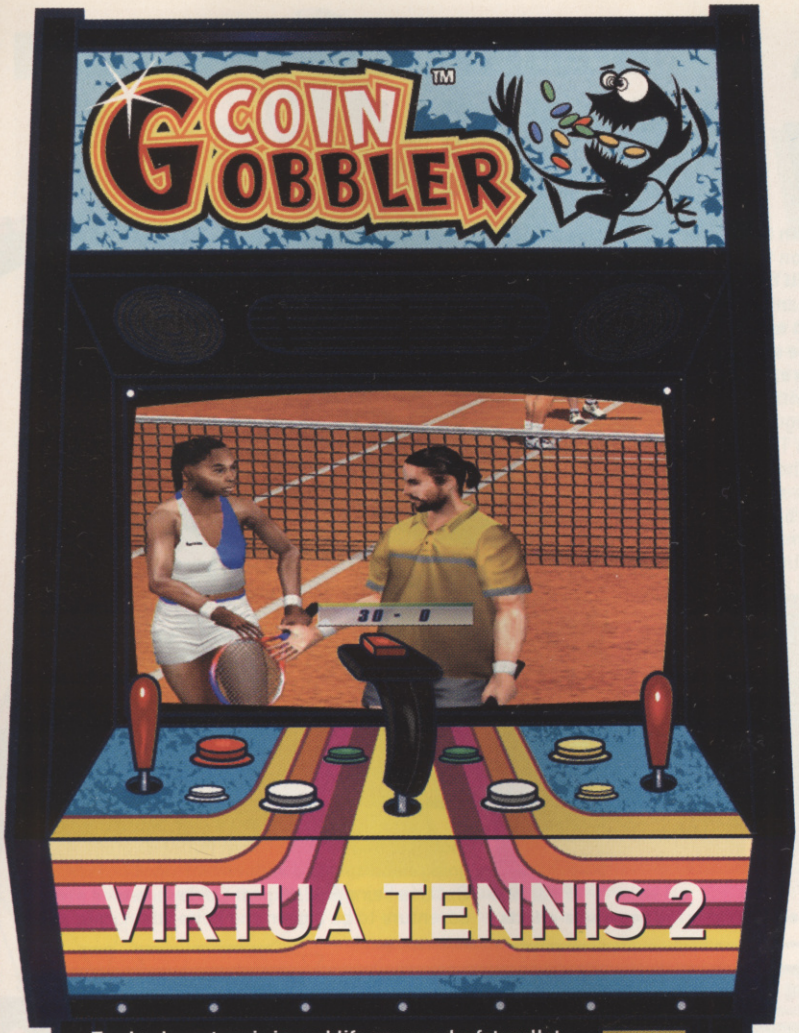
LICENSED BY Nintendo

GAME BOY COLOR GAME BOY ADVANCE

www.rage.com WWW.DENKI.CO.UK

sky Call 08702 42 42 42 a digital vision for everyone

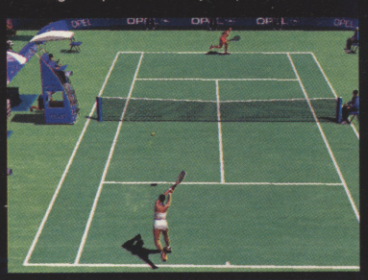
Denki Blocks! © 2001 Denki Ltd. All Rights Reserved. Denki Blocks! is a registered trademark of Denki Ltd. Published by Rage Games Limited. All Rights Reserved. Nintendo®, Game Boy™ Color and Game Boy Advance™ are trademarks of Nintendo Co. Ltd.



To play lawn tennis in real life you need a fat wallet. But all CVG readers need is a quid, plus the bus fair to the local arcade for tennis heaven — Virtua Tennis 2.

Forced to retreat behind the baseline by a string of blistering volleys from Pat Rafter, you try a cheeky lob. POP! Up it goes, but to your surprise so does Rafter, who leaps like a highland Salmon and smashes the ball so hard and fast it's a wonder it doesn't explode.

See, Virtua Tennis 2 is nowhere near as forgiving as its baby brother, and won't let you out of a tight spot unless you pull off something special. The action is faster, the AI has been improved, and the players have more flexibility and new moves. It wasn't broke and Sega knew it had nothing much to fix, so with this update the emphasis has been on adding new features and beefing up the gameplay to create the definitive tennis title.



READY FOR SIM LOVE?

The Sims Are Back In Town

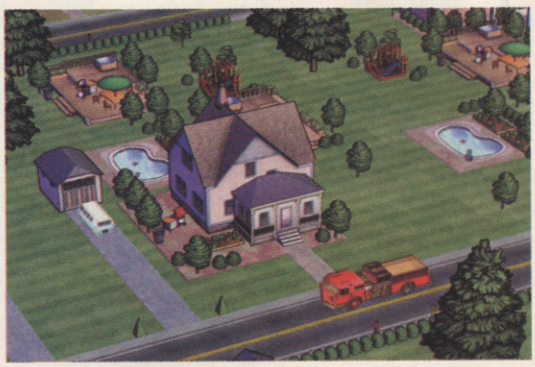
SimsVille – open day and night for virtual lurve...

Playing a human puppeteer was a riot in Sims House Party, and now the Sims franchise is going bonkers as it blitzes the market with three new titles – SimsVille, Sims Hot Date, and Sims Online.

With the upcoming release of SimsVille, the crossover has finally been made between the Sim City series and the Sims games. You now get to build up and manage communities, as well as being able to control the Sims' lives within your environment.

Sims Online will no doubt become a serious haven for geeks looking to live life through their Sims characters, but for those of you with real lives, it should still be worth a visit purely for the sheer scale of the game and the unpredictability it is bound to provide.

As for the Sims Hot Date Expansion Pack, this proves there are never-ending possibilities for the Sims series. This sees you play matchmaker and watch the Sims get it on — you can play footsie with your date, whisper sweet nothings into her ear and do whatever it takes to keep her interested. What next? Sims S&M Party? Bring it on.



It looks idyllic, and to some it is. To others, it is a living hell

computer and video GAMES

Dennis Publishing Ltd, 30 Cleveland Street, London W1P 5FF

EDITOR Alex Simmons
DEPUTY EDITOR Peter Walker
GAMES EDITOR Les Ellis
SENIOR STAFF WRITER Lee Skittrell
STAFF WRITER Michael Cooper
ART EDITOR Dan Payne
DESIGNER Jenny McComb

PRODUCTION EDITOR Steve O'Hagan
TIPS EDITOR Barny Zoeller
ONLINE EDITOR Pat Garratt
ONLINE TECHNICAL MANAGER Stephen Fulljames
ONLINE SENIOR WRITER Johnny Minkley
CONTRIBUTORS
(Words) Tom Guise, Bill Miner, Alex Huhtala, Johnny Minkley, Maura Sutton, Justin Keeling, Anthony Holden
(Design) Ian Jackson
(Subbing) Andrew Holmes, Vanessa Hards
(Illustrations) Akiko Kiura, Engine, Nishant Choksi
(Photography) Photo Theme Ltd

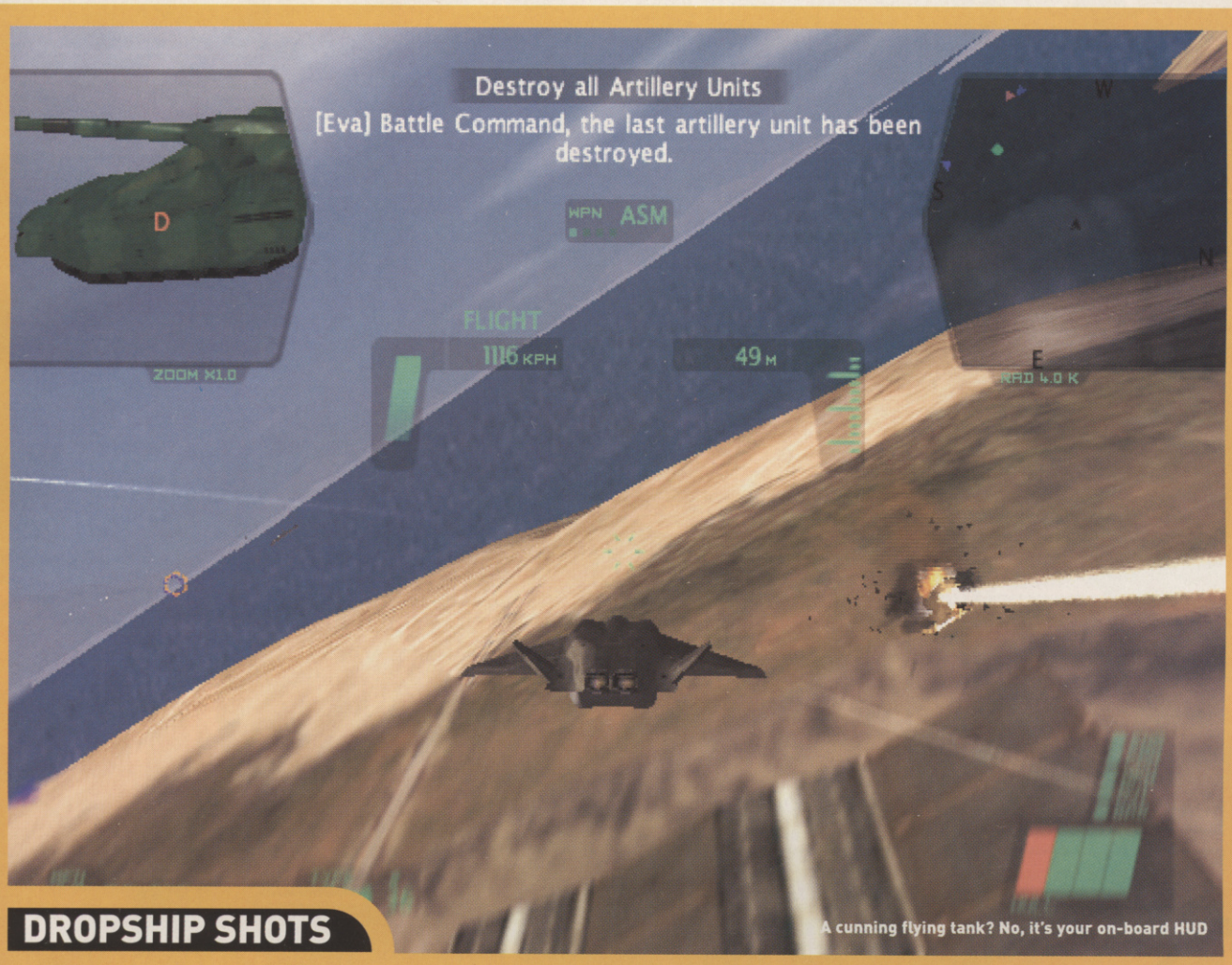
CVG EDITORIAL 0207 907 6565
CVG EDITORIAL FAX 0207 907 6566
GROUP PUBLISHER Duncan Tickell 0207 907 6352
PUBLISHER Tara Leathers 0207 907 6508
GROUP SALES DIRECTOR Ian Westwood
ADVERTISING DIRECTOR John Garewal 0207 907 6008
ACCOUNT MANAGER Richard Downey 0207 907 6671
LEISURE GROUP AD MANAGER Mandy Hewitt 0207 907 6670
SENIOR SALES EXEC Emily Ford 0207 907 6672

SENIOR SALES EXEC Zoe Winterson 0207 907 6673
GROUP PRODUCTION MANAGER Simon Maggs 0207 907 6051
LIST RENTAL EXECUTIVE Nerys Church 0207 907 6140
DIRECT MARKETING DIRECTOR Julian Thorne
NEWSTRADE MANAGER Frzana Rehman 0207 907 6148
MANAGING DIRECTOR DENNIS COMPUTING Christine Martin
FINANCIAL DIRECTOR Ian Leggett
GROUP MANAGING DIRECTOR Alistair Ramsay
CHAIRMAN Felix Dennis

Computer And Video Games uses
Hercules
to put the beauty into Eden

Dennis PPA

© COPYRIGHT: Computer and Video Games 2001
ISBN NO: 0261-3697
Computer And Video Games recognises copyrights and trademarks. We've acknowledged copyright holders. If we haven't credited your copyright, we'll correct any oversight.



A cunning flying tank? No, it's your on-board HUD

DROPSHIP SHOTS

Hot Napalm Death!

Prepare to get blood on your hands, smell the sweet stench of napalm and pick shrapnel out of your butt, because Sony's new combat game for PS2 – Dropship – puts you in the thick of some hardcore military operations.

Set 50 years in the future, you're part of a United Peacekeeping Force, and will be sent on assignments that'll see you destroying enemies both at ground level and up in the clouds as you steer seriously high-tech military vehicles with awesome firepower through cool photo-realistic environments. You'll also need more dextrous fingers than a lock-picking pianist at a winkling contest.

Dropship is going all-out for realism, which means that when you strap yourself into the cockpit you're really gonna have to know how to fly, and when you squeeze your ass into an APC (Armoured Personal Carrier) you'd better be ready to throw it around like a green beret-wearing Colin McRae.

Dropship uses every button on the pad and depending on the vehicle and the context you're in, the function of each button changes. So when you're hovering in mid-air, the shoulder buttons are used to adjust thrust, but when you're flying about the landscape they work your rudder for more accurate turning instead.

It's hardcore for sure, but looks gorgeous in a muddily realistic way and promises to offer more explosive action in the strategic missions than a SCUD missile locked onto target. All being well, it's out by Christmas.

"Correct me if I'm wrong, but this isn't turbulence, is it?"

Apocalypse, er, when exactly?

Destroy all mega missiles! Do it now!

That'll teach you for going flying on Guy Fawkes night

HP 40/40
TP 25/29
Lv 1 Sonic
Lv 1 Tails
Lv 1 Knuckles
Lv 1 Amy
Booma
Attribute:Native
x001/001
day 1
RESET
OPEN
NINTENDO
GAMECUBE
Nintendo
Illustration by Studioqube@talk21.com

GAME CUBE BLASTS OFF

Bok! It's out in Japan! We've been there to play it! Now follow our trail of drool back to the UK...

LUIGI'S MANSION

Mario is missing! He's trapped inside a ghost house of horrors and it's up to Luigi to strap on his ghostbusting gear and get to work. Though if we were in his position we might be tempted to make off with Peach ourselves and leave Mario to the ghouls! It's GameCube's flagship launch title and a gaming experience not to be missed.

The mansion itself is alive with animation and amazing game physics – bump into a mirror and it'll topple and smash; point your ghost-busting hoover at a tapestry and it'll sway and shimmer in the flowing air. But as gut-busting as it is to look at, Luigi's Mansion's control system is what makes playing it such a charm. The left analogue stick controls Luigi himself, while the right analogue points the hoover in any direction. It's a bit like a first-person shooter control system, letting you strafe and suck ghosties with ease. It's more complex than you might expect, but a thing of beauty once you get used to it.

GameCube may not have a Mario game at launch, but Luigi has proved that he's in no way a second best stop-gap – he's a next-gen hero in his own right and his game will be a must-have at launch.

Each room in the spooky house features a bunch of puzzles to solve before you can leave

We couldn't quite believe it

The visual style may be new

FIRST EVER PIC!

MARIO SUNSHINE

This is the first ever pic of Mario Sunshine, GameCube's secret weapon. We've seen a short video of the game in action and it looks like a beefed-up version of Mario 64, but with *much* better graphics. However, exact gameplay details have yet to be announced, including what Mario's water cannon does. We'll let you know as soon as they are. In the meantime take a look at this early shot and feel your trousers tighten.

MARIO-SAN TELLS ALL TO CVG

Mario maker Shigeru Miyamoto talks Sunshine, Link and... puppets!

CVG: Why such a dramatic direction change in the GameCube Zelda game?

MIYAMOTO: In the version we showed last year at Space World, we were working on Zelda 'Cube in the 'mature' style. By the time the E3 show came out, we had already changed direction completely on Zelda design-wise, but we kept this under wraps and just showed the same version. So about a year ago we were trying many different experiments with the next Zelda, back when I was working on the GBC version. And I started thinking about what the ideal age for Link would be.

I thought hard if I really wanted to pursue a really grown up Link and Zelda. And I just didn't like

at first either. This is what Link will look like on GameCube

THE LEGEND OF ZELDA

The second a screenshot of the newly cel-shaded GameCube Link was leaked from the Space World show, the entire videogaming world erupted.

Has Miyamoto gone barking mad? Where's the super-detailed, realistic Link we all got a glimpse of in last year's Space World tech demo? Such was the shock and anger at this one image that many supposed fans threw hissy fits and decided to write off GameCube completely. Madness!

Thankfully, the short movie showing the new Zelda game in action soon brought everyone back to their senses (check Miyamoto's explanation in our interview below).

Simply titled The Legend of Zelda, this sweet Space World surprise looks set to reinvent the series with its fluid cartoon looks and incredible stylised new look. It's as if the finest Disney or Warner Bros animators have body-snatched the boys and gals at Nintendo HQ, creating instantly memorable characters in a unique style.

but that shield block's familiar

There's no word on the story just yet but you can see a variation on the N64 control interface in the top right, and that familiar heart container bar on the left.

Miyamoto and his team have managed to stun the games-loving population of the entire galaxy and send us all into teary-eyed excitement at the prospect of actually playing GameCube Zelda in time for Christmas next year – a promise direct from Miyamoto-san. Bring. It. On.

SOUL CALIBUR 2

Shinier, sharper and faster than the original DC game, this sequel to the world's greatest weapons-based beat 'em up is coming to GameCube and it looks sexier than a naked Kelly Brook dipped in melted chocolate. Well nearly. Just look at these pics! And if those fellas at Namco can somehow improve the gameplay of the original, you'd better prepare yourself for a fighter that could well kick Tekken 4's skinny butt right into orbit.

Faster, harder, bigger and better. Soul Calibur is re-born, so make way

PHANTASY STAR ONLINE VERSION 2

The sexy sequel to one of the world's finest online experiences is looking more and more at home on GameCube. The bad news is it won't be online at first, offering instead four-player, split-screen co-operative questing. But it'll be ready to go online around March for Japan and the US.

No word yet on where Europe stands, but with the relative success of the DC original over here, you can bet we'll be battling with the rest of the world soon after.

Looks uncannily like that dragon boss from Ver.1

PIKMIN

Story: You're a spaceman stranded on hostile planet. But with help from hordes of Pikmin you find the wreckage and hope! Theme: Strength in numbers. How it feels: Tears of fatherly joy as you watch hundreds of little Pikmin pals running around helping you. You can multiply and grow Pikmin, send them to knock down walls, take out forest beasties and all sortsa stuff. Conclusion: Awesome!

Colours represent seasons

the direction this mature Link, with his earring (laughs), was taking the series. Because Zelda is a fairy tale.

There is such a demand for just enhanced R+D and better technology. Where is the demand for taking fun in a new direction? I really hate this trend. That's why I told my staff members to just go out and do whatever they want to try.

We experimented for a while, and I feel that in the Zelda video we have shown this time is the true course for the next in the series. Progress is excellent and we are very happy with the result.

People might have seen the beautiful high polygon model of Link at E3, and might be looking forward to the sophisticated Link figure in that version. I don't want to betray their expectations and feelings.

I am trying to introduce something unique in the new Zelda, because people have come to expect this from every new Zelda title. I can say that we're ready to make this unique experience happen in the next chapter of the series.

CVG: How do you imagine Link?

MIYAMOTO: At least at the start of a game I imagined him as more of a child than an adult. That's why when I started to add more polygons and detail to Link as an adult, and add piercing etc, I just started to dislike him. There was less emotional connection for me. So I changed it.

CVG: You showed Koro Koro Kirby for GBA and GC (at Space World). Will GC's version be stand-alone or will you need to buy one cart for each?

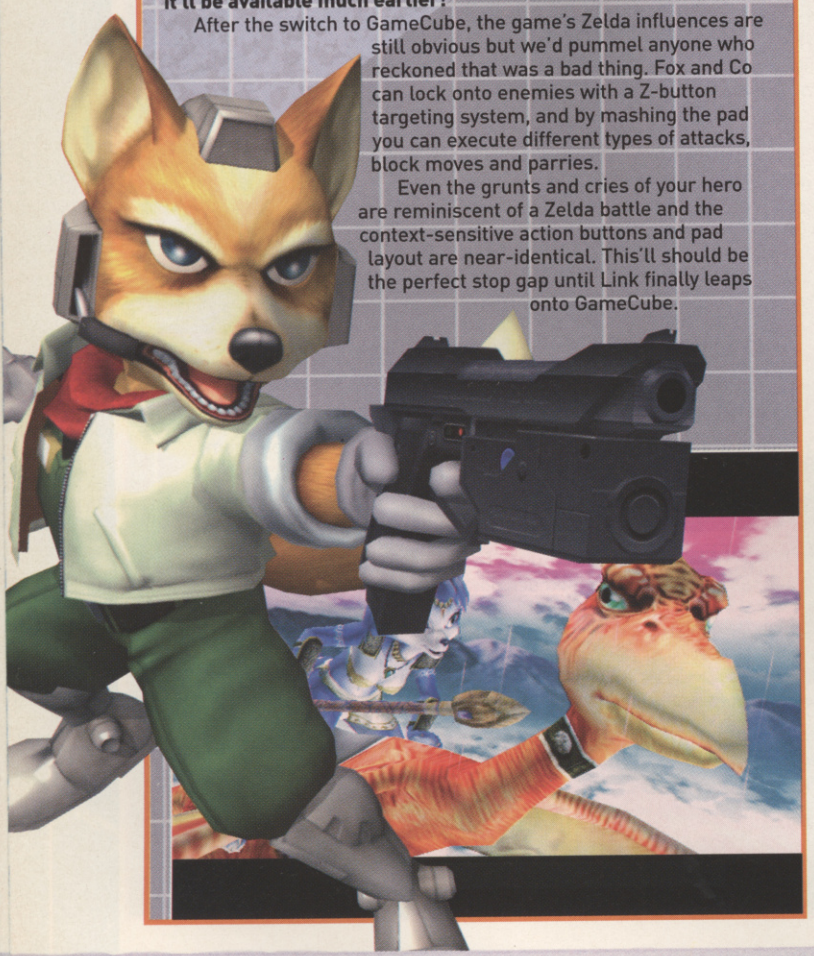
The staff contains the spirit of another warrior to help you in battle

STAR FOX ADVENTURES: DINOSAUR PLANET

Horrified at the thought of having to wait at least another full year before you get a crack at 'Cube Zelda? Then thank Rare for coming up with the goods to tide everyone over until then. Star Fox Adventures is pretty much a Zelda game in all but name, and it'll be available much earlier!

After the switch to GameCube, the game's Zelda influences are still obvious but we'd pummel anyone who reckoned that was a bad thing. Fox and Co can lock onto enemies with a Z-button targeting system, and by mashing the pad you can execute different types of attacks, block moves and parries.

Even the grunts and cries of your hero are reminiscent of a Zelda battle and the context-sensitive action buttons and pad layout are near-identical. This'll should be the perfect stop gap until Link finally leaps onto GameCube.



SUPER MONKEY BALL

Monkeys are cool. Monkeys trapped inside see-thru orbs hurtling along wild obstacle courses are even cooler.

Super Monkey Ball is sure to be the sleeper hit of the 'Cube's early months and is after the title of 'Most frantic multiplayer experience' the console can offer. Using just one hand to play, the left analogue stick tilts and rocks the actual course, rather than controlling the monkeys in the balls. It's so simple, and so darned good that we had to use our free hands to... mop up the drool.

We love the simple but stylish graphics – check out the timer fuse!

BOMBERMAN GENERATION

Bomberman's transition to 3D didn't go well on N64, but with a new graphical lick of paint and loads of effects this new version may well do better. Not much is known about this yet, but, with the success of the GBA game, expect a full-on Quest mode for the single player side as well as one of the best multiplayer experiences ever created – the Bomberman Deathmatch.

Remember kids, hanging around near bridges waving bombs will probably get you shot

It may look cute, but once the hardcore bombing starts, everything turns to chaos. You'll never feel safe from a blast

MIYAMOTO: On the GBA side there is no game data at all. The game contents are sent from the GC via the link adapter. In the original Kirby Tilt And Tumble for GBC, the concept was already pretty unique. I thought it would be more interesting if we utilised the GC link in some way to change the experience, rather than just create a GBA version along the same lines just with better graphics.

The final version of Koro Koro Kirby for GC I believe will have more communication elements, although I haven't exactly decided the nature of that yet. The cart itself is just a tilt function and empty RAM. If we sell this cart, then third-parties can use it in their own way too.

CVG: Can you tell us a bit more about the uses of the GC/GBA connection?

MIYAMOTO: There are infinite applications really, when you think about what you can plug into the GBA. If we don't plug anything in, the focus will be more on communicating data between the GBA and GC, and being able to take the game away from home. Plus you can connect up to four to a GameCube at once, and even connect the GBAs together themselves too. Watch for some pretty wacky announcements from third-parties using this feature soon.

This is also a kind of marketing ploy encouraging gamers to buy two Nintendo systems. But we hope that we can offer something genuinely different from other systems to users who buy both. I think I speak for third-party developers too. There'll be enough software using it (to make it worth buying).

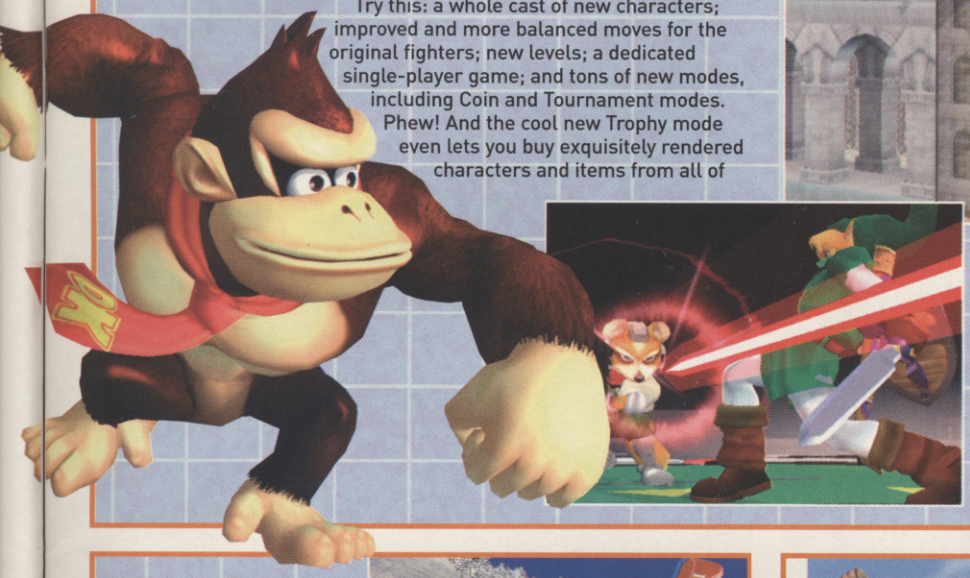
SUPER SMASH BROS. MELEE

Link, Donkey Kong, Mario and Pikachu beating the life out of each other in Super Smash Brothers on N64 was an awesome concept for a fighting game. And though the original was a blast, stood next to SSB Melee it looks like a three-stone, brittle-boned weakling.

The moment you play SSB Melee, it becomes blindingly clear that this is a seriously polished game that's had all the gameplay creases of its predecessor ironed out, as well as having enough new stuff thrown in to make you squeal like a starving pig in a truffle shop.

Try this: a whole cast of new characters; improved and more balanced moves for the original fighters; new levels; a dedicated single-player game; and tons of new modes, including Coin and Tournament modes. Phew! And the cool new Trophy mode even lets you buy exquisitely rendered characters and items from all of Nintendo's games to create a museum of sorts – everything from Majora's Mask to the new Wave Race character models. Very cool indeed, say we.

All these funky extra features and the fact the gameplay utterly rocks make SSB Melee yet another GameCube title to get embarrassingly worked up about. Bok!



Link yields to a mighty plasma blast that almost clips the tip off his bell-end. Yikes!

SSX TRICKY

If you thought the courses in the original game were extreme, wait 'til you play this. Carving your way down giant slopes, you drop off edges and nail an insane stunt, expecting the ground to appear at any second. Instead, you drop through clouds and fall hundreds of feet, realising you're catching some of the phattest airtime ever. Now that's sick!

Two massive brand new courses make their way into the sequel

The power of GameCube means that FIFA has never looked better

FIFA 2002

Spruced up and looking better than ever, FIFA's debut title on GameCube is shaping up to be one of the best football games around. It's basically the same game as the PS2 version, but this is in no way a bad thing.

The classic FIFA gameplay has been noticeably improved all round, and as for the visuals, you just don't get better than this. Without an ISS title set to grace GameCube for quite some time, FIFA goes 1-0 up.

CVG: Like Mario Sunshine?
MIYAMOTO: [Laughs] I can't talk about that. But let me say, what I showed of Mario Sunshine (at Space World) avoided any of the innovative features to prevent anyone trying to copy.

You might have seen the footage and thought, "What's so good about this?" Unfortunately we couldn't show you those features. As you can see though, Mario is carrying some equipment on his back, but we can't talk about its purpose. The name is also not final.

CVG: Luigi's Mansion isn't as easy to pick up and play as previous games of yours. Why is this?
MIYAMOTO: It's a little more complex, but I hope you find that we have included a very simple camera control and you will be able to concentrate more on controlling Luigi.

I've said before that the ideal situation would be just using the control stick and the A-button. But these games today have been through quite strict quality control and I think most people shouldn't have too much trouble.

CVG: Are you personally disappointed that there is no Mario for launch this time?
MIYAMOTO: Actually a lot of my staff were very keen on getting a Luigi game out, even though I was quite keen on Mario Sunshine myself.

It does seem a break with tradition, so yes I'm a bit down about that. But I've been hard at work on Luigi and Pikmin, so please look forward to those as well as Mario and Zelda next year.

CVG: Will Mario and Luigi be in a game together?

You can still pull stunts for bonus points if you hit a big wave

Expect secret sections on some loops

WAVE RACE: BLUE STORM

Don't panic there, the wet patch you feel isn't an unfortunate mishap – it's just the return of the most successful wild water racing game of them all, Wave Race.

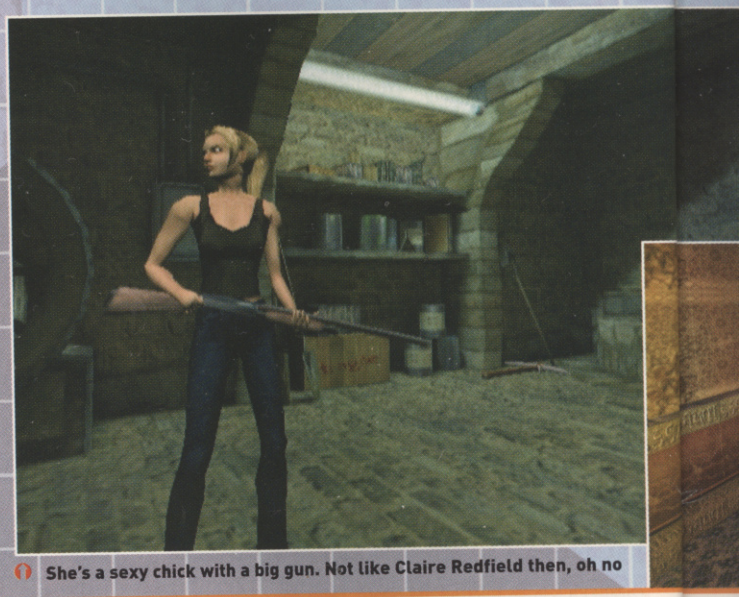
The GameCube version uses the same kind of physics from the N64 game. After all, if it ain't broke, don't fix it – and the N64 version definitely wasn't broke. So the feel of crashing through the waves stays, but it looks so much better now. The courses have been expanded and more variety added in the stunts you can do, especially when you are facing massive 15ft waves – but absolutely everything in here is included to make it fun.

One graphical highlight we have seen so far is the Night City track, which has to be seen to be believed, with the city lights reflected in the water. Breathtaking stuff, especially when combined with those monster waves. The four-player, split-screen mode doesn't drop the level of detail one bit and the racing is as silky smooth as ever.

ETERNAL DARKNESS

Another hangover from N64's demise, and another reason to not write GameCube off as a kids' machine, Eternal Darkness is more twisted than that ending to Hannibal.

Spanning different time zones, the player has to kill and puzzle-solve in an adult adventure that's impossible not to compare with the Res Evil games. Control-wise, it's very similar, with the ability to auto-aim at the awesomely detailed bad zombie dudes. Where the game tries something different is in the Sanity Meter. As you encounter bad guys, your Sanity level runs down and the only way to top it back up to full is to slay the beast and crack on with the



She's a sexy chick with a big gun. Not like Claire Redfield then, oh no

Tearing through the trees feels awesome

MIYAMOTO: What we want to avoid is just graphically updated versions of Mario and Luigi. You'll see Mario at the end of Luigi's Mansion, and of course they can fight together in Super Smash Brothers Melee.

CVG: What are Marionette and 100 Marios?
MIYAMOTO: There are so many projects and experiments at Nintendo now. 100 Marios was sort of integrated into Pikmin, but a few years from now we might release it as a game in itself.

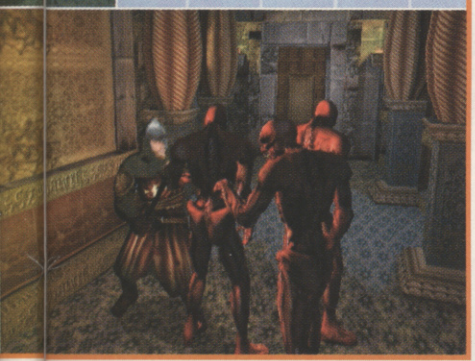
Marionette is a puppeteer game I've been experimenting with. I'm hoping to make something both complicated and simple. A sort of contradictory control concept there. This demo actually exists already.

CVG: No sign of Pokemon for GameCube?
MIYAMOTO: The main focus of (Space World) was to show games that would be out this year. We will be showing a GC Pokemon game sometime in the future. This usually means that we are in the process of making a key decision on the direction of the game. So expect it in the future.

CVG: How is Metroid progressing?
MIYAMOTO: Making a game between two different companies has been a little complex. However, things have been progressing well, and we're already in the fine-tuning stage. I am not totally happy with the control yet. Progress is going well though, so we will certainly be able to launch it within a year or so.

adventuring. If you constantly try to save ammo and avoid battle, you'll eventually go mad as your Sanity Meter empties. It could be enough of a new gimmick to make this survival horror game stand out.

Red bad dudes galore! Kill 'em



VIRTUA STRIKER 3

The Virtua Striker series had never been a serious contender against ISS or FIFA – until now. Sketchy gameplay haunted previous games, but there've been some serious tweaks made to most aspects of the game for 'Cube. And having played a very early version of the game, we can assure you that VF3 is keeping its roots within the mould of arcade-style action.

France scoring away against Brazil is rare. Virtua Striker outshining FIFA is unheard of

1080° SNOWBOARDING 2

Extreme sports is fast becoming one of the most popular genres within the world of videogames, and GameCube is in the thick of the action.

These screenshots give you an idea of what 1080° S2 looks like, but they can't convey the breathtaking feeling of bolting down beautifully detailed courses at ridiculous speeds while fighting to stay on your feet. The amazing snow effects, silky character animations and overall feeling of playing 1080° S2 left us drooling like starving puppies at a pie shop.

Pick up sick speed on steep terrain

SONIC ADVENTURE 2

Some will say this is just Sonic Adventure 2 on GameCube, others will scream THIS IS SONIC ADVENTURE 2 ON GAMECUBE! There's a sense of irony that Sega's most famous mascot is one of the most looked-forward-to games on Nintendo's machine. Yes, it's the same game: huge 3D worlds, plenty of platform- jumping, enemy-bashing, gem-collecting fun. But it still oozes the pure playability and knock-out speed that we loved on the DC.

Stranger in a strange town – Sonic gets used to his life in his new Nintendo powered home.

"I'm responsible for about 30 titles at the moment"

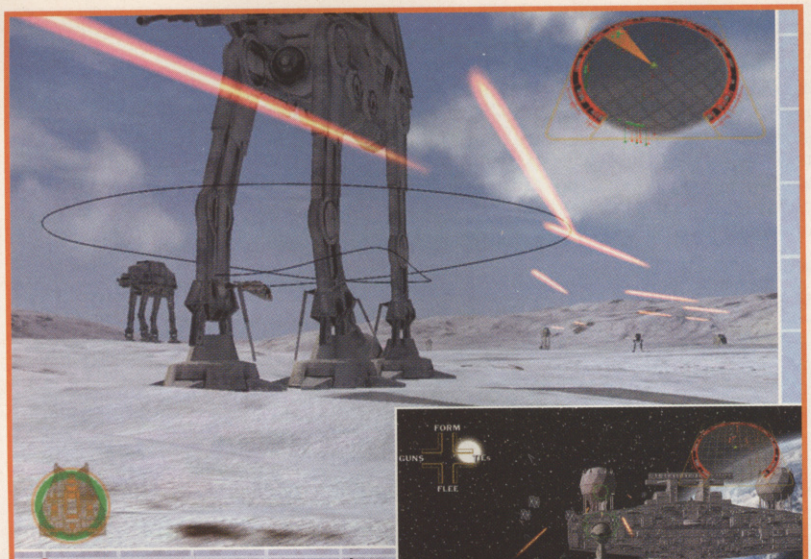
CVG: How personally involved are you with the design of Pikmin?

MIYAMOTO: We had a number of young artists competing for the design of the main characters. This was actually developed by the team who developed Yoshi's Story – so you can see how long it took to complete from the start! I've been working very hard with this team myself.

CVG: How many games are you working on now? How long do these games take to develop?

MIYAMOTO: At Nintendo I am director of software for all the firm, so I am responsible for about 30 titles at the moment. That's the theory! Really, I try to concentrate on about seven titles myself. There are maybe 600-700 people working on GC software between Nintendo and second parties though, so the games are in good hands.

Development time is hard to average out, because Pikmin, for example, has been in

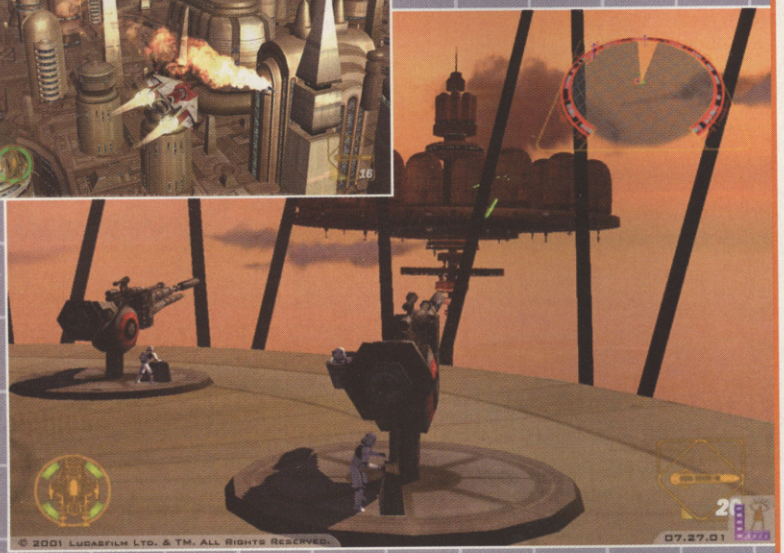


What happens when laces are undone

STAR WARS ROGUE LEADER

Feel the power of GC as you swoop down the trench of the Death Star pursued by TIE Fighters. Feel the tension as you fly across the icy wastes of Hoth, trying to wrap a cable round the legs of an Imperial Walker. Feel the intimidation as you whiz around a massive Star Destroyer in a B-Wing, chased by half of the Empire's finest fighter pilots.

Oh baby, this is all the finest moments from the first three Star Wars movies wrapped up in one glorious game. While the original was a series of missions, Rogue Leader tells a story set in the trilogy, making it much more of a movie-like experience, with movie-style special effects. There won't be a dry eye in the house once Star Wars fans play through favourite sequences in this non-stop action blaster. Who doesn't fancy the idea of flying the Rebel Alliance's finest ships, from X-Wings to B-Wings, and going toe-to-toe with the Empire?



The Stormtroopers' shooting gallery was rated one of the best in the galaxy

No in-game footage yet, but we approve of the style

DONKEY KONG RACING

If you were to see an ape mount an ostrich in the real world, you'd raise an eyebrow for sure. But watching it on GameCube is a beautiful thing because it means you're playing Donkey Kong Racing and are enjoying the ride of your life.

DKR does away with vehicles and lets you ride wasps, rhinos, ostriches and more across lush tropical courses. What's most interesting is that while you race you collect food and treats, which you use to feed to your loyal beast, upgrading its skill. With Sega's Monkey Ball, the 'Cube is clearly the choice for primate-lovers across the world.

Ape on a rhino probably isn't right, but it's the awesome gameplay that's likely to warp weak minds

development for a long time by a very small team. I'd say between six months to two years. The teams are about 10-30 people.

But when it comes to big games like Eternal Darkness, we need more people. So we might swell at certain points to 40 or 50. Personally, I would advocate the industry doesn't need more than 30 people on a team, because then you get a good team spirit in the development.

CVG: You collaborated with Capcom on your last two Zeldas for GB. Is this going to be a trend?
MIYAMOTO: I want to encourage more collaboration between game creators.

I like collaborating with Mr. Naka (creator of Sonic) and Mr. Okamoto (of Resident Evil fame), but that doesn't mean that Nintendo is going to collaborate with Sega on software, or that I am going to make a game with Naka-San.

But continued collaboration between creative people will always be the route forward to

"Collaboration will overcome the stagnation of ideas"

ANIMAL FOREST PLUS

A game about making friends in a forest sounds like the basis for a police investigation, but that's what you must do in Animal Forest Plus. It's a slightly revamped version of the N64 family-oriented adventure game and plays exactly the same way.

You survive by making friends with the animals and looking after yourself and your house. It's off the wall but should be easy enough for kids and have some depth for older players too.

Doesn't look all that next-gen, does it?

Cuteness prevails but should play sweet

Lovely lady with a lethal deck of cards

Check out the tasty backgrounds. Yum

RUNE

Rune is what happens when role-players and card games collide in 128 bits of power! Five magical kingdoms are under threat from a mystical black fog, and you get to save the day. As you explore you collect and trade cards, which are used

to summon beasts in the many battles.

Plays a bit like a cross between the Pokemon or Harry Potter Trading Card games and Final Fantasy, which could be mint. No release is set for outside Japan though – fingers crossed we get to see a translated version.

A game everyone wants to see more of

METROID PRIME

The shockwaves felt by the change in look for Zelda have eclipsed another change in a big-name Nintendo franchise. Metroid has switched from the side-on platform shooter we all know and love, to a dark and grimy first-person shooter. We know all the blasting action will work well like this, but quite how the more cerebral elements will work has yet to be seen. But despite the new look, this has the potential to be massive.

The perfect antidote to Animal Forest's sickly cuteness

GAMECUBE JUST KEEPS ON GIVING...

You want more? GameCube's got it. The best of the rest at Space World was Capcom's Mickey for GameCube, no doubt a working title.

The mouse with the crazy ears was shown in a brief video, prancing around an unmistakably Disney-esque house and generally being cute. One for the younger player? Another weird but maybe wonderful game is Universal Studios, offering players a virtual interactive tour of the movie-lover's theme park, with Woody Woodpecker as your guide. Odd, but still well-cool.

Then there's Dobutso Bancho, or Animal Leader as it translates into English, some kind of evolution-based cutesy puzzler, and the crazily named Doshin the Giant. Both games are hangovers from the import only 64DD add-on, and we'll eat our own belly fluff if we ever see these two in the UK. Excited yet? You should be. GameCube may be officially released in the UK in March – five months away!

overcoming the stagnation of ideas and reaching the next stage of creativity in games.

CVG: Are you finally happy with the design of the GC controller?

MIYAMOTO: I'm pretty happy with the basic layout now. But I might change small things yet, like deleting the plus button.

CVG: Why hasn't Nintendo made any major announcements on its online gaming strategy?

MIYAMOTO: We're well aware of the technologies available, like online gaming. But we're very sceptical about the business side of online gaming.

Many people who have said in the past that online gaming is the wave of the future have also had to sit and face the reality now about how to turn this into a viable business.

I'm interested in the future of online gaming. But looking at the situation honestly, I think a lot of the talk is just hype, and isn't backed up by really new ideas on how to use the technology.

However, we're always making preparations for this business. Actually, I am more interested in the broader concept of communication in games, of which the online play aspect is just a part.

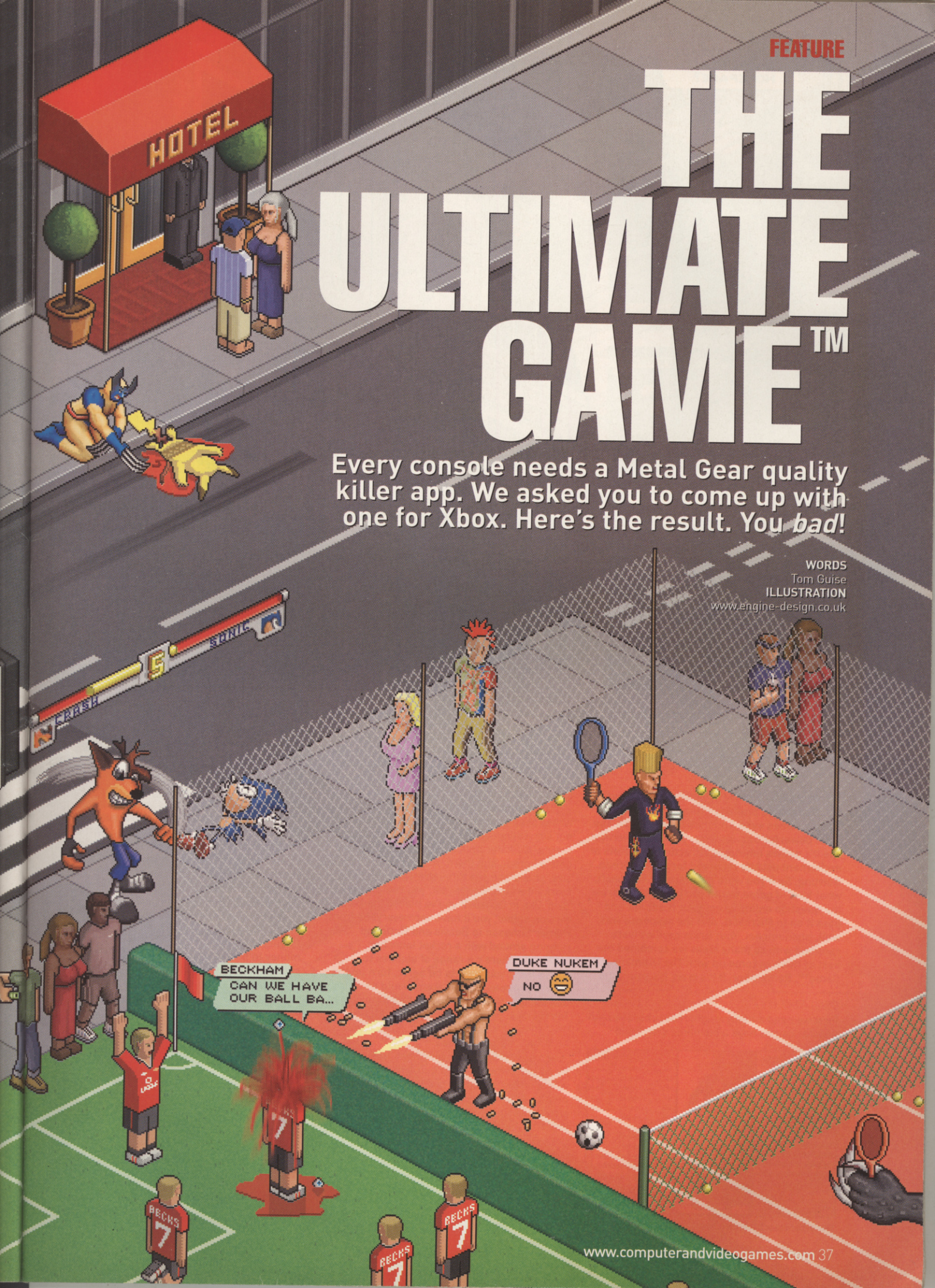
Justin Keeling was CVG's man putting Miyamoto through his paces

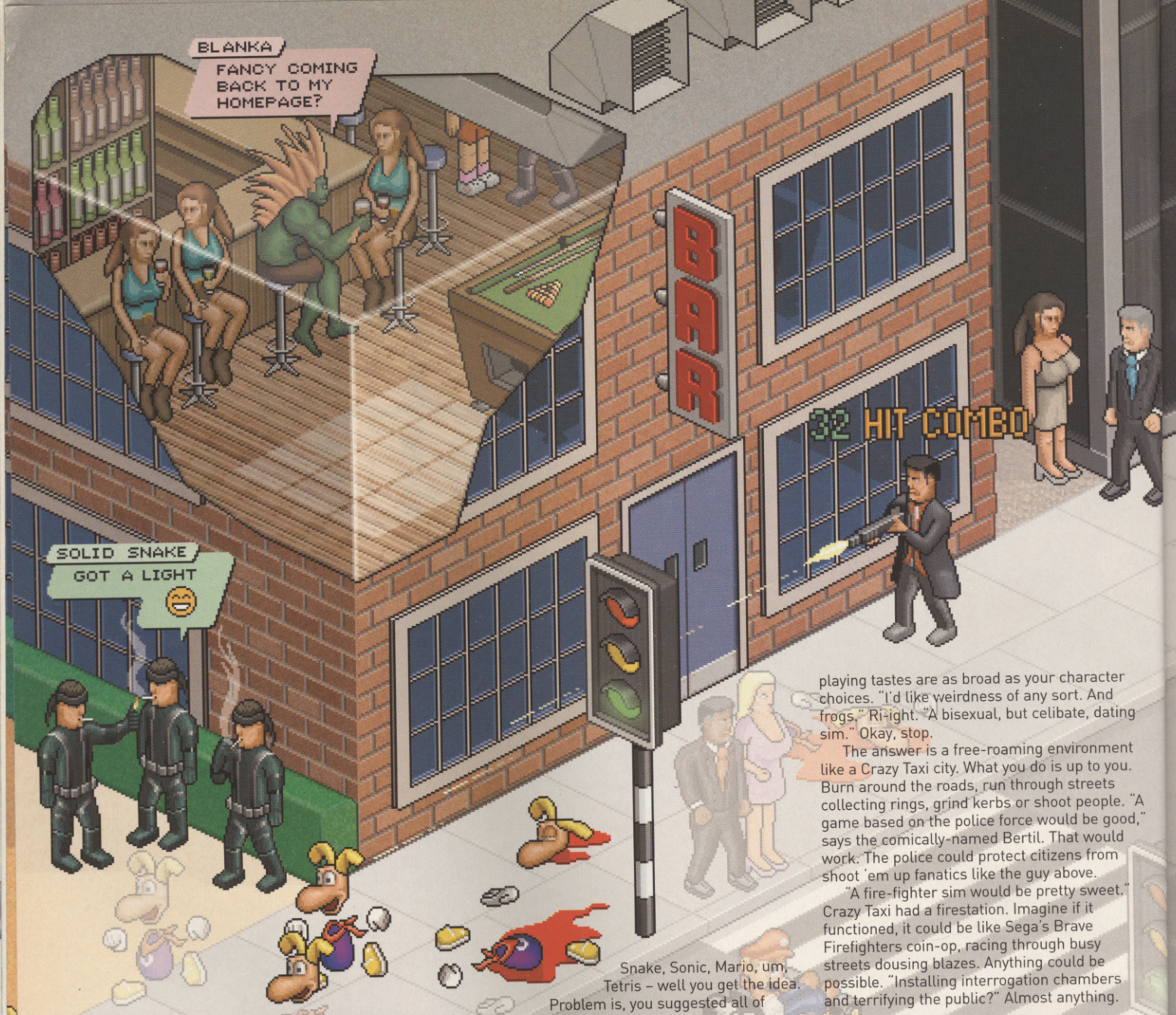
BLANKA
FANCY COMING BACK TO MY HOMEPAGE?
BAR
32 HIT COMBO
SOLID SNAKE
GOT A LIGHT
TONY HAWK
XCELLENT
1080 INDY NOSEBONE

THE ULTIMATE GAME™

Every console needs a Metal Gear quality killer app. We asked you to come up with one for Xbox. Here's the result. You *bad*!

WORDS
Tom Guise
ILLUSTRATION
www.engine-design.co.uk





PlayStation 2 is finally getting up to speed. GameCube promises some of the most unique games ever. And then there's Xbox. The most powerful console ever, yet to the average Joe it's games line-up is attracting the levels of excitement usually reserved for Crown Green Bowling. So if *you* were in control at Microsoft, what kind of game would *you* go for? We threw the question online to get your feedback and pass it on to Microsoft. And the response was, well, phenomenal. Your brain cavities were rammed with so many ideas we combined the best of them to come up with The Ultimate Game™. Remember, if it's crap, it's your fault...

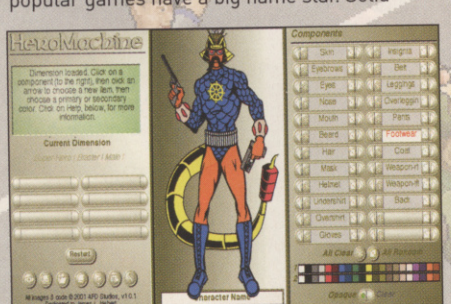
STAR QUALITY

First we need a heavyweight main character. All popular games have a big name star. Solid Snake, Sonic, Mario, um, Tetris – well you get the idea.

Problem is, you suggested all of these and shedloads more.

"You could design your own characters," writes Martin Mansson. Good idea Marty. Why not something similar to the Tony Hawk's Create-A-Skater option? That way everyone gets a hero to suit them. You could set your size, shape and sex through a simple building-block interface. Better still, you could create a 'skin' like in Quake. If you've played the PC version online, you'll have seen everyone from Homer Simpson to Beavis and Butthead running around with a rocket launcher.

Finally, there's a range of abilities to configure. If you want to be Sonic, turn up the speed, whereas Duke Nukem would sacrifice that for gun skills and cigars. And if you were a Tetris block, you could... rotate.



www.heromachine.com has a cool character creator

ACTION!

"Everyone loves seeing blood and bits of brain flying everywhere as you gun someone down with a sniper rifle from 500 yards." The person who sent in that idea is possibly in police custody now, but he's got a point. However, is it the best concept for The Ultimate Game™? "What about the action RPG genre?" "3D platform mascot games!" Your playing tastes are as broad as your character choices. "I'd like weirdness of any sort. And frogs." Ri-ight. "A bisexual, but celibate, dating sim." Okay, stop.

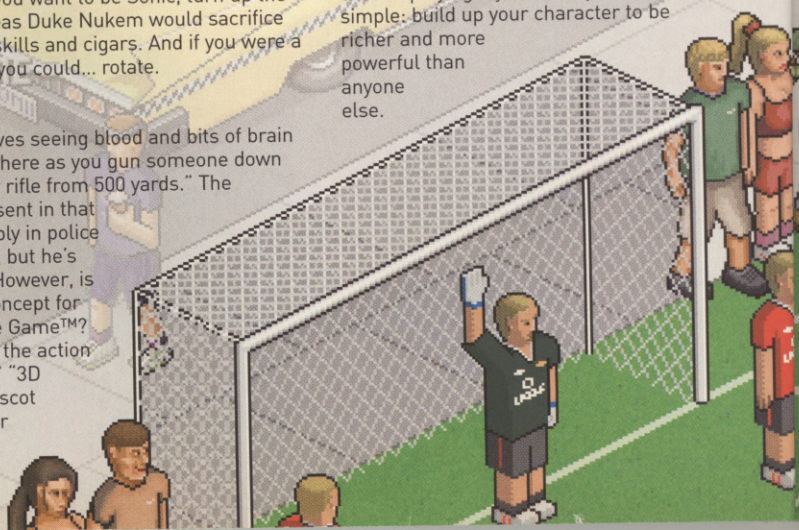
The answer is a free-roaming environment like a Crazy Taxi city. What you do is up to you. Burn around the roads, run through streets collecting rings, grind kerbs or shoot people. "A game based on the police force would be good," says the comically-named Bertil. That would work. The police could protect citizens from shoot 'em up fanatics like the guy above.

"A fire-fighter sim would be pretty sweet." Crazy Taxi had a firestation. Imagine if it functioned, it could be like Sega's Brave Firefighters coin-op, racing through busy streets dousing blazes. Anything could be possible. "Installing interrogation chambers and terrifying the public?" Almost anything.

EVEN BETTER TO SHARE

"Imagine games like Medal Of Honour online with 32 people battling each other." Internet multiplayer games are hugely popular and The Ultimate Game™ would definitely have that capability. Whether it's each man for himself as in Unreal Tournament, or a team game a la Phantasy Star is up to you.

Players could form clans, as in Quake, with members wearing the same skins. And, like Phantasy Star, you could gain experience and money to boost your abilities. Whatever your chosen playing style, the objective is simple: build up your character to be richer and more powerful than anyone else.



NEAR PERFECTION

Here are three games that have come close to being The Ultimate Game™.

SHENMUE (DC)
A functioning city living in realtime

PHANTASY STAR ONLINE (DC)
An online multi-lingual role-player

THE SIMS ONLINE (PC later this year)
Want a new life? Here's one for you

based on Major League Lacrosse? I put this idea out on a lacrosse forum and people went mad over the idea." A game of ladies' baseball? Er, even that could be here... somewhere waaay downtown.

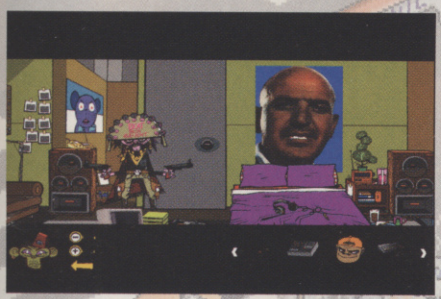
Remember delivering people to the baseball stadium in Crazy Taxi? Imagine if you could enter that stadium and play yourself. Or do some Track & Field. Virtually every game genre has already been created, so why not have access to the lot of them in one huge game? If you want to play tennis, then you pay to enter the Tennis courts. This would load the 'tennis patch' and reconfigure the controls for the game. Teams could meet up to play footy after downloading the football code. It's no more impossible than downloading films through digital TV.

"Give us some tits. That always sells." No problem, there's lap dancers in Duke Nukem. There could be adult bars that you'd have to be old enough to subscribe to, similar to the Adult Channel. And just like pervy TV, no-one would ever admit to subscribing but it would still manage an impressive audience.

WELCOME HOME

The free-roaming city throws up another concept. Each player could have a homepage that's literally a home. At the Gorillaz website (www.gorillaz.com) each member has their own room decorated with their own stuff.

That could work here too. Use your game money to buy posters for the walls and Mpegs for your stereo. The better you play, the richer you get, the bigger and better your room. You could have a garage to store your cars in, or take your tunes into the main game. "Anything that encompasses cool pop culture like Crazy Taxi's Offspring soundtrack or Xzibit's tune for the Madden 2000 intro," says one reader. Why not go one better: the soundtrack would be your own in-game music collection!



Your own Gorillaz-style virtual apartment? Yes!

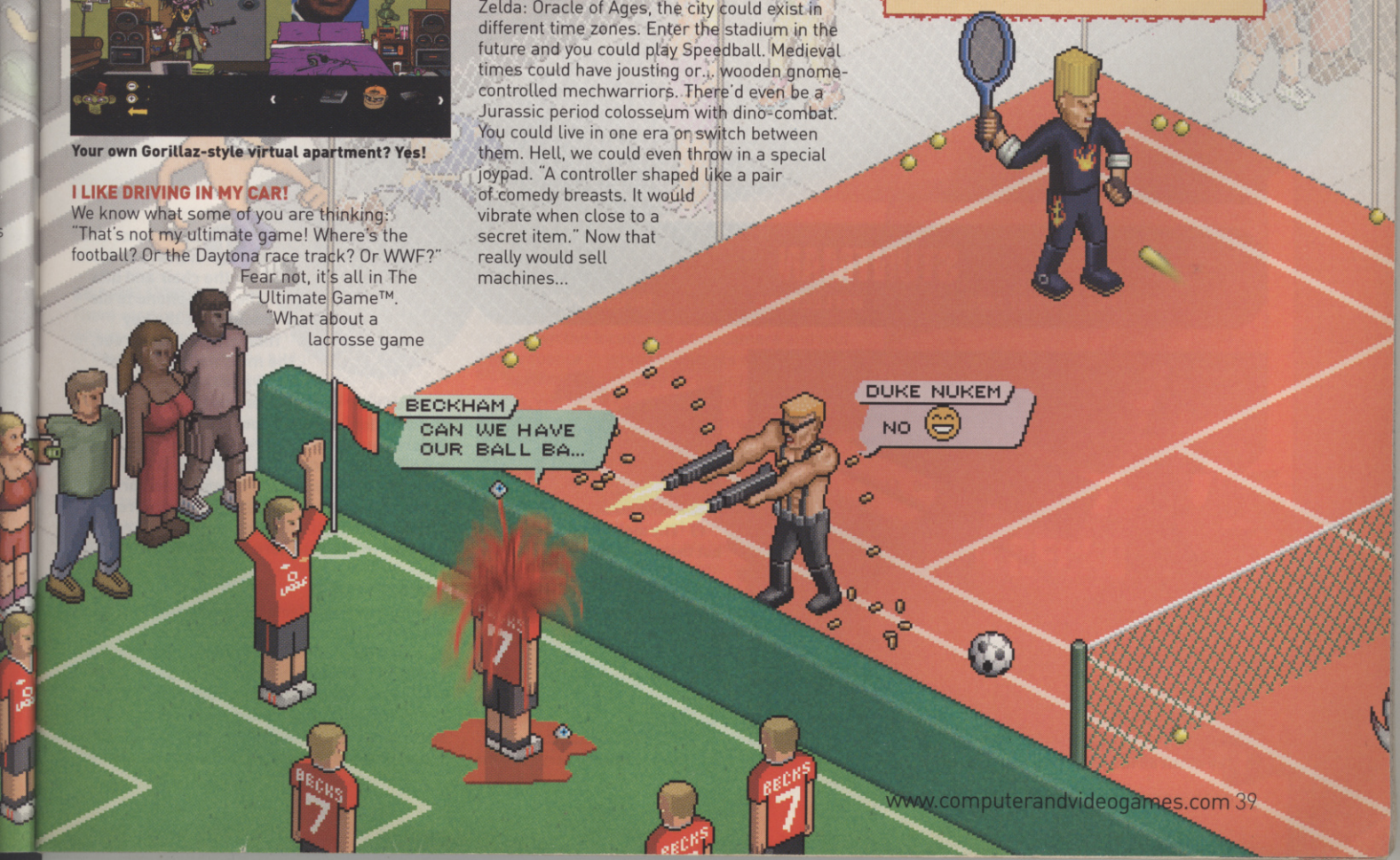
ANYTIME, ANYWHERE

Is that everything? "I'd like to see a remake of Tron's Deadly Discs." "A Phantasy Star-type game set in the past. Instead of lasers and photo swords, you'd use blacksmith-sharpened swords and bows." "A Medieval game where you fight as large magical wooden mechs controlled by gnomes, dwarves and elves."

I swear we haven't made any of these up, but there is one final feature – time travel. Like Zelda: Oracle of Ages, the city could exist in different time zones. Enter the stadium in the future and you could play Speedball. Medieval times could have jousting or... wooden gnome-controlled mechwarriors. There'd even be a Jurassic period colosseum with dino-combat. You could live in one era or switch between them. Hell, we could even throw in a special joypad. "A controller shaped like a pair of comedy breasts. It would vibrate when close to a secret item." Now that really would sell machines...

I LIKE DRIVING IN MY CAR!

We know what some of you are thinking: "That's not my ultimate game! Where's the football? Or the Daytona race track? Or WWF?" Fear not, it's all in The Ultimate Game™. "What about a lacrosse game



PREVIEWS

STUNTMAN

FORMAT: **PS2** OUT: **MAY 2002** DEVELOPER: **REFLECTIONS** PUBLISHER: **INFOGRAMES**

The director sits his fat ass down on the chair and lifts the megaphone to his mouth. It's the key moment of your career, the most daring stunt of your life and the spectacle that secures your next paycheque. You hear the word 'action' and your foot slams to the floor. Before you know it, you've mounted the ramp, got airborne, done a 180° barrel-roll and landed roof-down on the tarmac, head broken, stunt ruined, job lost. But it's okay, you're playing PS2's killer driving game Stuntman, and you've got two more chances to get it right.

The detail on the cars is outstanding

The motors aren't licensed but they all resemble real cars

The physics are very realistic

NO SAFETY NET!

Playing Stuntman feels like every fantastic stunt from every awesome movie of the last 25 years has been strapped into a brightly coloured outfit and fired 100 feet into the air from a cannon – with you clinging on for dear life! Where the Driver series is about lengthy missions, this offers far shorter, much more intense, bursts of action. Instead of cruising cities tracking crims,

What good is a stunt if you can't drive through boxes, trash cans and barrels?

Lots of ancient ruins and now a nice new one – your car

"Every movie stunt you ever thought was cool"

Debris from your car flies everywhere and the crowds love it

you're ploughing through stacks of boxes and leaping rivers for maximum driving drama.

BE A HOLLYWOOD HERO

There are six movies to work on in the game, with ever-increasing budgets as you progress. Of course, the bigger the budget, the more impressive the stunts have to be and you're going to be pushed to the very limit before you make your name as the ultimate Hollywood stuntman and beat the game.

Each of the movies is a different level in the game, from the Lock Stock-inspired British gangsta movie of the first level, through an Egyptian tomb-raiding adventure in the Indy style, to the final movie which features an international super-spy in a tux, not unlike a certain stuntastic Mr Bond.

The coolest thing is that because each movie is different, there are some big surprises in the environments and vehicles you get to muck about with. One movie sees you stunting your way through ancient temples in a jeep, while in the next you have to leap across rooftops and even a moving helicopter in a Chinese three-wheeled tuk-tuk. Uber-bok!

This is awesome but incredibly tricky to pull off

TOO MUCH GAME!

At the start of each level the director will bawl you out, telling you what kind of stunt-magic he wants you to make. You have to achieve 75 per cent of what he wants to progress to the next movie and make your name as stunt king. You are shown the location of each camera and told the sequence in which the stunts should appear.

Each movie will have three or four major stunts, which make up each level's sub-sections, and each of these stunts will be made up of 10-15 different components. A bar at the top of the screen shows you where and when you should be stunting, along with icons and symbols on screen to help you keep track. So you could be told to mount the raised walkway, crash through the barrier at the end, turn a circle in the air avoiding the low bridge before slamming back to the road the right way up – and still have a load of more stunts to pull before that entire sequence is finished.

There may only be six different levels in Stuntman, but they're packed with challenges. There are daredevil rounds where you have to please the crowds by leaping stacks of cars and hoops of fire, and a stunt course editor mode for creating the ultimate stunt track. Coolio!

Phew! Getting your timing right is essential

Ooof! Were you supposed to do that?

CVG RECKONS

What we've seen of Stuntman so far has exceeded all our expectations and knocked us flat on our backs. Lee

"It's like the sweetest candy for your brain"

KLONOA 2: LUNATEA'S VEIL

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **NAMCO** PUBLISHER: **SONY**

The amusement park level is full of rides to try

Imagine a world daubed with primary colours, inhabited by puff-balls with buggy eyes; where lights sparkle in the sky and jolly music plays all day. This is where floppy-eared Klonoa lives and it's enough to have most players reaching for a BFG to blow it all to hell.

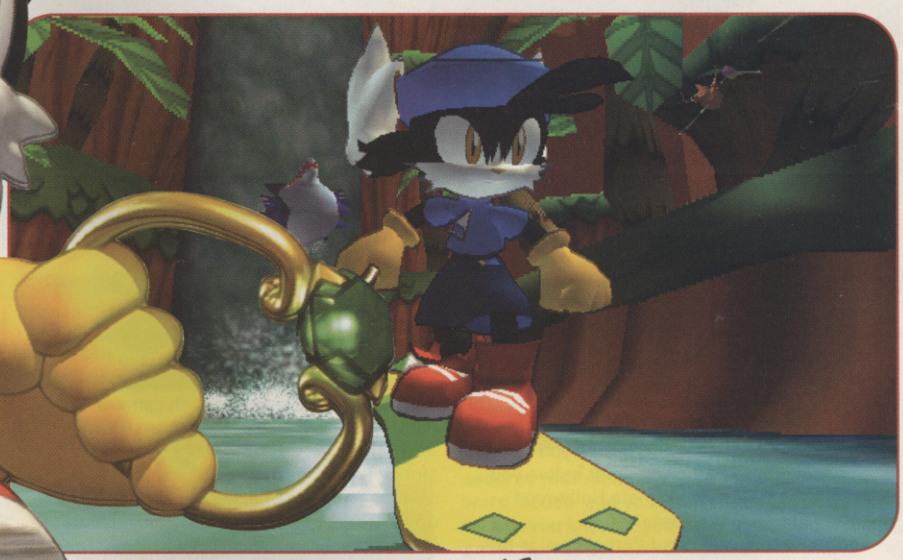
But there's something captivating about this bizarre dreamland, and before you know it, your fragging days are all over. Klonoa 2 wants to suck you into a world of old skool platforming that no right-minded gamer will be able to resist. Save the cartoon world by reaching the end of each side-scrolling stage, solving simple puzzles, and smiling a lot as you play.

If Klonoa 2 were a person it'd be Geri off Hollyoaks – pretty, fun to play with but a bit simple. Only towards the end does it offer any real challenge. If you do zoom through the game though, it looks like there'll be loads of replay value. Collecting all the jewels, along with finding the six puzzle pieces hidden in every stage, gives you better end-of-level ratings and will unlock extra features and new levels.

It's a shame you can't wander about more freely

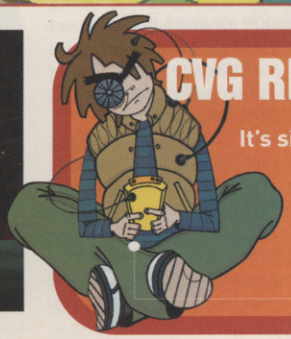
Most of the game may be pretty easy, but it's graphically lush and bliss to play. Slow-paced trekking across levels is broken up by chase sections on the back of a butterfly, or by a quick blast on a rocket launching you skywards. Boss battles are especially ingenious, and as the only truly original bits of the game, they are the best reward for progressing through each section.

Levels are simple but the camera is always swirling about for maximum juicy looks



Ride rockets to grab extra treats

CVG RECKONS



It's sickly sweet and unoriginal, but Klonoa 2 oozes playability and classic old skool addictive gameplay. **Lee**

bigger better faster first

get your mob out!

nokia operator logos

call 0906 120 7680

new

nokia
3210 33**
51**(NK402)
6*** 7110
8210 88**
9110

BAR BAR BAR 213389	40° 213396	LOADING 213391	212057
214597	214598	214599	NO EDUCASHUN 213157
VIBE 213164	IBIZA 212962	GODSKITCHEN 212960	213378
211973	GORGEOUS GARAGE 211982	U TOUCH U DIE..... 212060	212070
Death 212079	214600	Limp Bizkit 212072	EMINEM 212063
MIX IT BABY 214602	RECYCLE 211989	SUPERFREAK 211991	UK GARAGE 211992
214604	HOMEBOY 212288	CAUTION 202815	214609
SOUTH PARK 210523	RUBBISH 190658	GORILLAZ 212420	THE SIMPSONS 190724

nokia picture messages

call 0906 120 7680

new

nokia
3210 33**
6210 8210
8850

use these as a screen-saver on 33** models

212979	YOU'RE A Saint 213135	WARNING BIOLOGICAL HAZARD 210537	GOING DOWN GOING DOWN GOING DOWN 213322
213281	213117	YOU ATE ALL THE PIES! 213329	BANZAI 213165
LINKIN PARK 809042	XRATED 212448	211777	809300
BANG! 212631	Cheats 809072	212441	E=mc² 213166

special football crazy

TREBLE WINNERS 211476	PROMOTED 190725
RELEGATED 190726	England 190336
Football Crazy 190761	GOAL! 180617
308208	LOSER 190714

exclusive dualtrac nokia ringtones

call 0906 343 1499 dualtrac

new

Advanced technology that takes your ringtone to another dimension. Top tunes, slick editing and the OTA sms technology ensures your sound is out of this world. be the first!

nokia
3210 33**
61** 6210
7110 8210
88** 9110

alien ant farm smooth criminal 213045	cygnus x superstring 213410	faithless muhammed ali 406550	mary j blidge family affair 213415	stereophincs step on my old.. 213417	3LW players gone play 406542
artful dodger twentyfourseven 213406	dido hunter 213411	foxy brown oh yeah 406529	mutiny the virus 405536	silicone soul right on 213445	tall paul precious heart 406540
anastacia made for lovin u 406526	da nada love u anyway 406544	eve let me blow y.. 406527	new order crystal 406537	shade sheist where i wanna b 406538	tymes 4 body rock 406541
afrika bambaata planet rock re.. 406535	dante thomas miss california 406545	groove armada super stylin 406530	redman smash something 406554	spiritualised stop your crying 406556	the charlatans love is the key 406561
basement jaxx just one kiss 213407	freefall skydive 405233	jamiroqui little l 406531	shaggy luv me luv me 406555	supermen lovers starlight 406559	the ones flawless 213446
blue too close 213048	embrace wonder 406548	kylie minogue cant get u out.. 213413	spooks sweet revenge 406557	supersister shopping 406560	way out west intensify 213447
chemical bros it began in africa 213049	emma bunton take my breath.. 406549	louise stuck in the m.. 213414	starsailor alcoholic 213416	sophie ellis bexter take me home 406539	weekend players 21st century 406462

monstermob.com
visit the only place to get the best new stuff for your mobile

monstermob

Calls to hotlines are charged at £1.50/min. Calls from your mobile may be charged at a higher rate. You may not be able to get through from your mobile, therefore we always recommend that you call from an ordinary phone. The maximum cost of any call is £3. Ask permission from the person that pays the bill before you call.

© MonsterMob Ltd. 76 Church Street, Lancaster LA1 1ET. Customer Care: 0871 871 0140 (Mon-Fri 10am-8pm, Sat-Sun 10am-4pm)

Kareem cuts up Tokyo and heads for the double loop-de-loop

Police cars hurtle after thieves, and it's up to you to stop the chaos

TONY HAWK'S PRO SKATER 3

FORMAT: **PS2** OUT: **NOV 28** DEVELOPER: **NEVERSOFT** PUBLISHER: **ACTIVISION**

Skeleton hands claw at your ankles as you grind across gravestones; squirrels scurry up lampposts while you slide along power lines; highways crumble, and cops and robbers shoot it out on the streets of LA. Expect the unexpected, but be sure of one thing: Tony Hawk's 3 is threatening to be the best game on PS2 so far. The leap between the original game and Tony Hawk's 2 was big. But the moment you start playing TH3 you'll know you're in the presence of a game that's taken giant steps graphically and gameplay-wise, pushing the series to stratospheric new heights.

THE 'BURBS

It's suburbia, but not as we know it. Sure, at first glance everything looks just like an advert for a Barratt Homes housing estate, but what's this? On the edge of the seeming normality stands a house — haunted, surely — looking uncanny like the one in horror classic Psycho. In front of the boarded-up entrance stands a tall, creepy dude in need of your assistance...

It sounds like the beginning of a Tim Burton movie, but this is Tony Hawk's territory, so instead of suddenly discovering you have scissors where your hands used to be, you skate off and hunt for a way to help the weirdo.

Exploring the dark recesses and tricky rooftops of the level, you come across an axe and pick it up. Must be? And sure enough, when you revisit the scary loon he takes the axe from you and smashes through the building, opening up a new part of the level.

This off-the-wall challenge is just a taste of what can be found all the way through TH3, and it's this sort of kooky-but-cool unpredictability that makes the Hawkster's latest game so awesomely original and utterly addictive.

'Psyd and ea

MAKE THE EARTH MOVE

Unlike the previous games where you'd bust a gut for a pocketful of change, in TH3 you're given huge incentives to succeed, progress, and explore each level until you know it inside out, due to the intense level of detail that fills each of the living, breathing stages.

In fact the environments are so alive that you can even trigger changes in the landscapes. Grind along a rope and hit a generator lever on the Canada level and a halfpipe mechanically rises into the air to help you access a new part of the level; hit a few rails in LA and you cause an earthquake that breaks up the highway and creates some totally new mangled scenery to trick through.

And as for the detail! Pedestrians walk around and have barbeques, cars now fill the roads, newspapers fly when you skate through them, and a plague of bats fly all around you as you smash through the spooky house. In fact there are so many brilliant little touches in Tony Hawk's 3 that you're sure to discover something new every time you play it.

SKATE, RATTLE 'N' ROLL

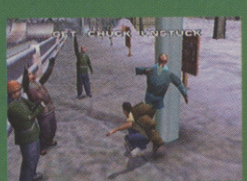
With a stunning new look, and a set of levels that'll make you wet your undergarments with utter joy, those clever chaps at Neversoft have clearly been hard at work. Equally, they've made sure that as much of their focus as possible has gone into making the actual skating experience even more amazing. The slick animation and

TONGUE IN CHEEK

This latest Tony title doesn't take itself too seriously, and as a result you're faced with some of the coolest and craziest challenges ever seen in any game. Honest.

Many of the objectives in the game see you carrying out tasks within some pretty hair-brained scenarios. Take Chuck, for example. Either he hasn't seen Dumb And Dumber or he wasn't paying attention, 'cos this prize todger has gone and licked a pole in subzero temperatures. And it's your job to get Chuck's tongue unstuck.

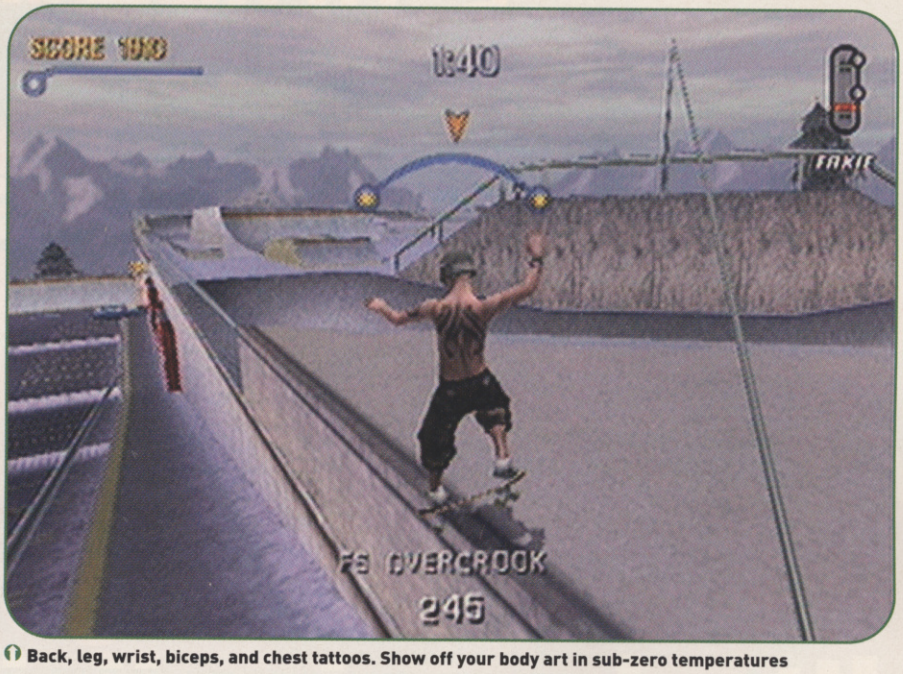
Chuck's stuck, what a stupid motherfu..!



Be sure to expect loads of funny and outrageous scenarios in later levels

Steer your pink-haired lovely through this eerie suburban landscape, and up to the Psycho house

Don't stop tricking if you wanna hit the big time

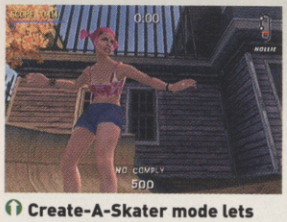


Back, leg, wrist, biceps, and chest tattoos. Show off your body art in sub-zero temperatures

chos, car chases, squirrels earthquakes. Beat that!"

The new balance meter is a huge improvement. We like

The Canada level rocks

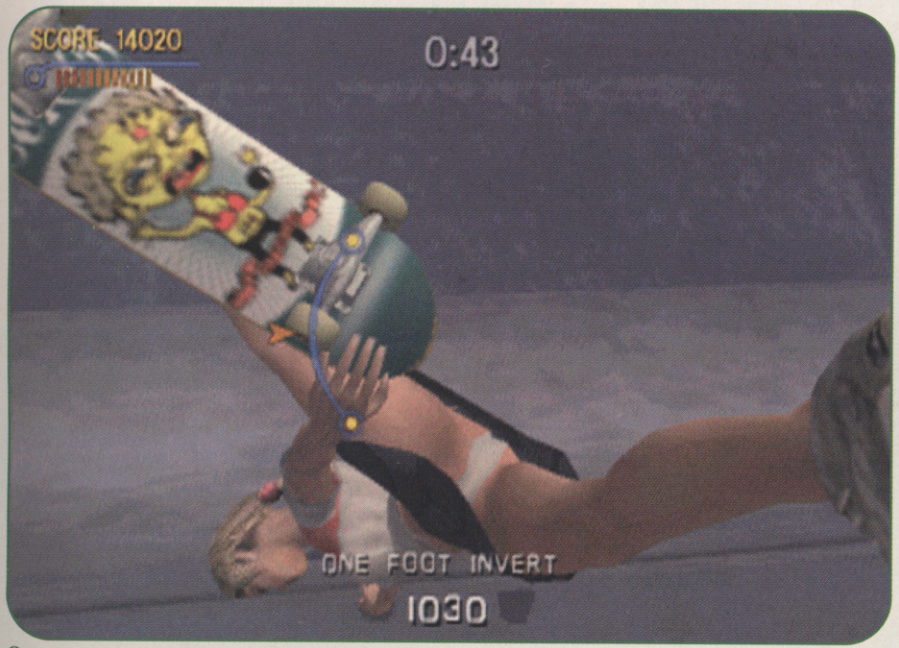


Create-A-Skater mode lets you build your perfect lady. Yum

feeling as you weave together a ridiculous number of mad moves is even more natural than in previous games. And with an improved balancing meter that helps you pull off manuals, grinds and lip balances, and a newly added Revert system that enables you to continue tricking after you land from a halfpipe, you can look forward to some of the most mind-blowing trick sequences ever seen in an extreme sports title.

Only four levels were available for preview at this stage — Canada, Suburbia, LA, and Tokyo — and loads of options such as multiplayer and Park Editor weren't included, but even this unfinished version of TH3 is almost a game in itself, and has had the CVG team glued to their PS2's for days on end now.

The finished title is undoubtedly going to blow us all away, but the question hanging on everybody's lips is: Can Tony steal the crown of 'best PS2 game' from Gran Turismo 3 when it's released on November 28? Catch our review next month to find out.



Perv alert! No detail is too small for a Tony game. And their skirts even rip as girl skaters pull off legs-akimbo stunts. But then they magically repair themselves. Ah well, it's a nice gimmick while it lasts

CVG RECKONS

Awesome levels, some truly retina-rupturing visuals, outstanding gameplay and blinding originality. If you thought the first two games rocked (and we bet you did), wait till you cop a load of Tony Hawk's 3. Mike

ALIEN VS PREDATOR 2

FORMAT: **PC** OUT: **OCT** DEVELOPER: **MONOLITH** PUBLISHER: **VIVENDI**

CVG's list of 'life's most disturbing things' is pretty short and is topped by seeing your own mother naked. The list of genuinely disturbing games is even shorter – Clive Barker's Undying, Silent Hill and Alien Vs Predator. Now the movie-inspired extra-scary, extraterrestrial experience is back for another round of terror, and anyone with any sense will be placing a bulk order for industrial-strength Y-fronts in preparation.

FEEL THE FEAR

For a game to have you constantly on the edge of your seat it needs a lot more than moaning zombies shuffling towards you. AvP2 uses the same techniques the movies do to shred your nerves the entire time you are playing it. The sound effects alone will have you too scared to open doors or turn corners.

You'll strain your ears to hear the distant footsteps or scampering claws that give away the locations of your hunters, and be leaping all over the place like like a bungee-jumping grasshopper when you finally confront them. But while the screechings of unseen aliens may be truly unsettling, the worst sound of all is silence. It's when you can't hear a thing at all that you know something bad's about to happen.

THREE'S A CROWD

Whichever of the three races you choose to play – human marine, Alien or Predator – you'll get a ready supply of the other two after you. And as funny as it would be to see an Alien running around with flame-throwers, this is staying faithful to our favourite movie monsters, so each race has its own dedicated set of weapons.

The Marines come equipped with heavyweight firepower, the Predator has its own batch of sci-fi weapons and a cloaking device while the Alien relies on its claws and speed. So you'll have to approach the game differently depending on your character, though you can forget the gung-ho blasting usually associated with first-person shooters.

EXPRESS ELEVATOR TO HELL

Improvements over the first game include a new engine that allows much more detail, along with some scary new AI that'll have the Aliens and Predators tracking you by sound alone. But try as you might, you won't be able to resist coming out with all those "Game Over, man" Aliens one-liners when you're unleashing firepower or ripping someone's face off. AvP2 is shaping up to take gaming horror to a new level. Are you paying attention, Res Evil?

"Silence ain't golden. It's damn terrifying"

Mmm, coloured lighting. Mmm, brown underpants

You better be quick on the trigger if you get this close to Preddy

The Alien can take to the walls and ceilings to ambush human soldiers. Be very afraid

CVG RECKONS

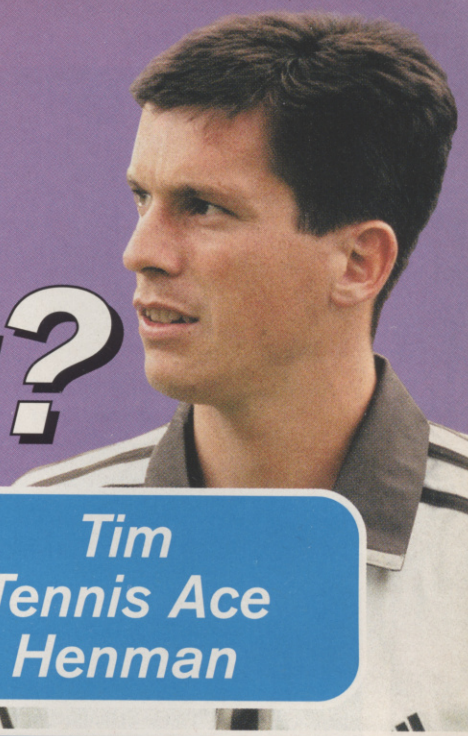
Should be one of the tensest games yet on PC. The graphics are so dark and the sound effects so eerie that it'll stretch your senses to their limits. Looks a like a top blood, er, acid fest. Les

Are you a good sport?

Natasha
Atomic Kitten

Vs.

Tim
Tennis Ace
Henman



WE PUT EVERYONE'S FAVE FLAME-HAIRED POPSTREL AND THE COUNTRY'S TOP TENNIS PLAYER ON THE SPOT - BUT WHICH ONE WOULD YOU WANT ON YOUR TEAM? GET READY FOR SOME NAIL-BITING CHOICES!

If you lost a game, would you shake the other team's hands?

Natasha There's nothing worse than a sore loser acting like it's the end of the world. I'd shake hands even if I was gutted.

Tim Yes, of course, I would always shake hands.

1

If you could cheat without anyone finding out, would you do it?

Natasha It could be really tempting but I wouldn't do it (honest guv!) because I'd want to know that I'd achieved something with all my own efforts - fair and square.

Tim No, I am not into cheating and no one should ever be.

2

If you could pay £5 to be on the school team, would you do it?

Natasha They should be paying me to play on the team! Ha! Ha! Ha! Seriously though I'd just feel a fake if I had to pay my way onto a team.

Tim No I wouldn't as I like to earn my place and if I wasn't good enough to be on the team then I shouldn't be on the team.

3

If you saw someone being bullied, would you grass the bully up?

Natasha Without a doubt! I don't see that as grassing someone up - bullies are well out of order for making people's lives a misery. I would always do something about it.

Tim Definitely. It's better to make sure that kind of thing doesn't happen again than let it go on.

4

WE SAY **Sometimes the choices you make can be as important as the result! Fruit Shoot is a new way of drinking for a new way of thinking – but how differently do YOU think? You've heard their answers – who do you think wins game, set and match?!**

Fruit Shoot is a refreshing fruit drink from Robinsons, available in two fantastic flavours!

New Thinking – New Drinking.

Extra points for going the wrong way

And mental handbrake turns earn you a bonus

The more spectacular the crash the better

BURNOUT

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **CRITERION** PUBLISHER: **ACCLAIM**

So, what's fun about racing cars? Selecting gear ratios, perfecting corners, swapping parts and earning licences for slick cars is all well and good. But the real fun comes when you're driving through oncoming traffic at speeds that would have Schumacher reaching for the spare pants. Or causing huge pile-ups and generally getting rewarded for dangerous driving. And after Gran Turismo 3, we need something to put the crash-and-burn fun back into racing games.

CAR WARS

As for all that two-player racing where you have to take perfect lines through corners to get

Only 108mph in a 30mph zone? Pah! Weak

Fender-benders are replayed from a different camera angle to show you the carnage – the more vehicles and different types involved mean you get more cash. Cue anti-violence campaigner outrage

GT3 freaks wanting to see what's under the bonnets can do so – at 35mph. Two-player gives you the extra challenge of trying to ram your opponent into oncoming traffic and avoid his pile-ups

ahead – forget it. Surely it'd be much more of a crack craftily nudging the opposition head-on into a lorry? But just because Burnout's all about fun, don't go thinking that anything else has been sacrificed. Unlike MSR on DC, which traded off the laughs to make the graphics as realistic as possible, this does both.

Without the restraints of official car licences, you can see the cars get totally trashed when you plough into those buses at warp speed. Besides, Burnout's cars may not be officially licensed, but they don't half look like certain real-life motors.

BOOST JUICE

The reward for dangerous driving? A chance to do even more dangerous stuff. Perform death-defying powerslides round corners and you'll fill up a boost gauge at the bottom of the screen. Then hit R1 and discover what real speed in a racing game is. How fast? Put it like this: if Captain Kirk had ever got the Enterprise up to full warp speed it would never have touched Burnout at full tilt.

The realistic-looking streets almost blur out as you carve your way through the traffic – it's destined to end in carnage, but at this speed the amount of money you'll get for the ensuing crash will break records. Yes, money. Dollars, to be precise.

Just look at the damage your car takes as it rear-ends a petrol tanker. Still, at least you won't have problems with squeegee merchants at the next traffic lights

"Puts the crash and burn back into racing games"

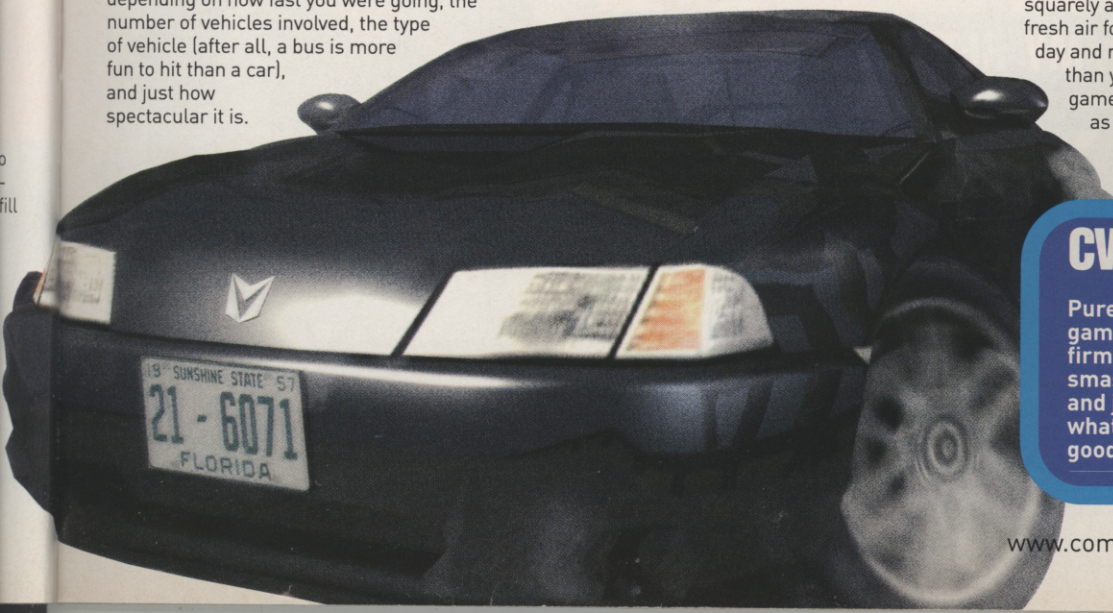
CRASH AND BURN

As a final kick in the headlights to racing games that take themselves way too seriously, causing huge smashes in Burnout isn't exactly penalised. In fact, you get awarded a cash figure depending on how fast you were going, the number of vehicles involved, the type of vehicle (after all, a bus is more fun to hit than a car), and just how spectacular it is.

Nor does it take much imagination to make them spectacular. The only question is, what can you spend the money on? From the early code we've played, it isn't clear yet, but cooler, faster cars would be the safest bet.

SKID MARKS

With a learning curve that takes mere seconds to conquer (rather than forever like Gran Turismo 3 and all those oh-so-serious Formula One games) and gameplay that is aimed squarely at fun, Burnout is a real breath of fresh air for a genre that badly needs it. With day and night-time tracks and more traffic than you'll see in just about any other game, it's gonna be a visual tour de force as well as shaping up to be one of the slickest racing games to crash onto the PS2 so far.



CVG RECKONS

Pure adrenalin-powered gameplay with the emphasis firmly on fun. Real thrash-and-smash action that grabs you and just doesn't let go. And what's more, it even looks as good as it plays. Les

HALF-LIFE

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **GEARBOX** PUBLISHER: **VIVENDI**

See what happens when you mess with nature? One minute you're in a secret bunker researching how to make boil-in-a-bag cod vaguely palatable, the next you're fighting an alien invasion from another dimension. That's the dilemma facing Gordon Freeman in Half-Life – now on its way to PS2. And it's getting a swift kick in the graphical backside for good measure.

AGE OF DECAY

Half-Life on PS2 will be better looking than on PC and it will have have more intelligent bad guys. The furious gun fights, huge explosions that rock the very ground you walk on and the intriguing plot with the soul-destroying twist you face halfway through will remain the same.

MULTIPLAY MADNESS

Unlike many console games where multiplayer is an afterthought, Half-Life has been optimised for those with joypads and friends to spare. There will be more co-op and head-to-head options than you'll know what to do with. This could prove that, in the world of shooters, Half-Life is still in a league of its own.

Classic gaming moments revisited – killing the tentacle beast

Space marines ahoy!

Enemies are smarter

Multiplayer promises to be a treat

The character detail is better than ever

CVG RECKONS

If you ain't drooling at the prospect of this, then you're braindead already. Let the carnage begin. **Les**

MUMMY RETURNS

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **BLITZ GAMES** PUBLISHER: **VIVENDI**

The Mummy Returns saw something bordering on cruelty. And we don't mean the thankfully brief performance by The Rock which was never going to trouble the people who vote for the Oscars. No sir, the cruelty was by the parents of the bad guy, Imhotep. Who would give their kid a name like that? Alright, so an Egyptian Sorcerer called Nigel may not have sounded as tough, but chances are he wouldn't have had such a rough time at school and ended up so angry.

CROCK THE ROCK

In The Mummy Returns you get to play as the nasty Imhotep, or as Indiana Jones-wannabe Rick. Whichever you choose, your goal is the same – to destroy the Scorpion King. If Rick does it he saves the world, and if Imhotep manages to kick The Rock's ass he gets to rule his armies and take over the world. Trash numerous locations from the movie and use any weapons you can lay your hands on to cut down the hordes of Egyptian bad guys. And for anyone who has ever been bored out of their minds during a museum tour, the chance to smash up the British Museum is a welcome treat.

SINK THE SPHINX

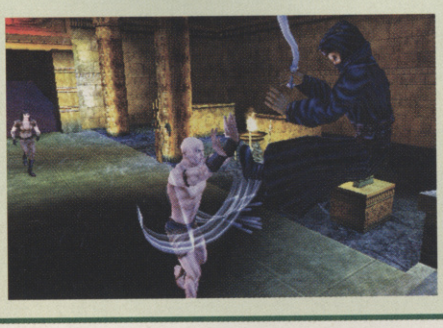
The gameplay may look similar to the first game with its third-person exploration, collecting items and combat – but the fact is it's much bigger and better-looking, with some novel tweaks that will appeal to fans of the movie. Which could be enough to push this into the rare category of games that prove better than the films they're based on.

There's plenty of undead killing here

Giant scorpions are to be expected

Rick gets the chop from a minotaur

Play as bad-guy Imhotep if that's your bag



CVG RECKONS

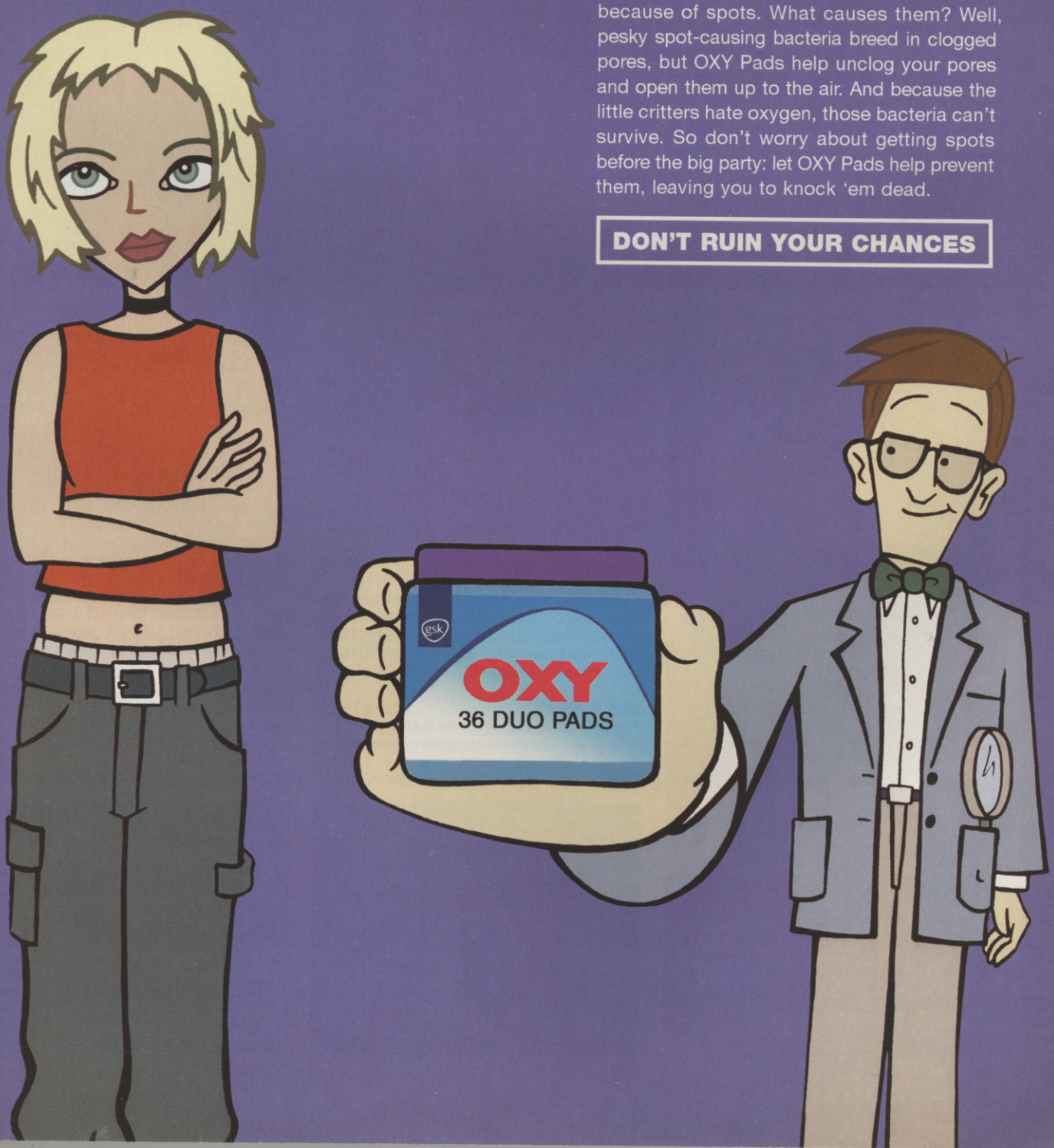
Classic 3D Tomb Raider-style gameplay, but with more emphasis on combat action. **Les**

WARNING:

CLEAR SKIN CAN SERIOUSLY IMPROVE YOUR CHANCES

So you won't want your chances ruined because of spots. What causes them? Well, pesky spot-causing bacteria breed in clogged pores, but OXY Pads help unclog your pores and open them up to the air. And because the little critters hate oxygen, those bacteria can't survive. So don't worry about getting spots before the big party: let OXY Pads help prevent them, leaving you to knock 'em dead.

DON'T RUIN YOUR CHANCES



OXY is a registered trade mark of the GlaxoSmithKline Group of Companies.

The action gets white-hot as you pump the gas truck full of lead and watch those suckers fly. Time Crisis 2 is full of awesome set-piece moments like this

Pop up and shoot. The concept is dead simple

TRUE BLUE

Introducing the G-Con 2, the coolest peripheral to hit the PS2. It's sleeker and smaller than the original G-Con for PSone, and it's blue! And the new, easy to use duck/reload button at the base of the grip feels so natural that you won't want to put the piece down. Just don't stand near any windows while holding it or someone might phone the police to come and shoot you.

TIME CRISIS 2

FORMAT: **PS2** OUT: **NOVEMBER 2** DEVELOPER: **NAMCO** PUBLISHER: **SONY**

You and your partner bust into a room filled with balaclava-wearing, pistol-packing bad guys. Before anyone can say "Uzi 9mm", you've ventilated the hostile crowd with a series of rapid gunfire attacks. Then it's out the window, over the balcony and down to the streets where a group of goons are standing in front of a gas tanker. You guessed it. A quick burst of fire and KABOOM! Forget House Of The Dead 2 and Confidential Mission because Time Crisis 2 is coming, and it's set to put a big fat bullet hole between the eyes of every other gun game on the market.

LONE GUNMAN

Playing TC2 on your lonesome is an awesome feeling. You'll be discharging more than just empty bullet cartridges onto the floor as you blister through the action-packed scenarios. High-speed boat chases with ninja torpedo-men, abseiling bad guys backed up by helicopters and a boss with a chaingun for an arm, not to mention woodland shoot-outs against tanks and commandos with rocket launchers – it's all in here.

If your mate's got a second copy of Time Cisis2 and a G-Con 2 (your old G-Con 45 will work with TC2 but not third-party guns), get the i-link mode running as soon as possible for co-op multiplayer magic. There's a split-screen mode, but i-link is definitely the better option. Either way, you'll both take different routes through the game, and the level of interactivity and teamwork is fantastic – if a

Double gun action for double the fun

This guy has a chaingun on his arm, poor lad

"Peek-a-boo pistol fury. This'll blow you away"

Just when you think you're out of the woods, a great big tank turns up

MISSILE SIR?

As you progress through the game, you'll come up against some crazy bosses, each with their own devilish ways of dishing out death. But this Pulp Fiction Marcellus Wallace look-a-like has to get an award for most bizarre method of attack. He swings a huge missile around like it's a matchstick, then proceeds to use it as a hammer... on your head!

Your buddy is under fire, but you've got a clear shot. Peow! Peow!

The loony picks up a 30-foot missile and starts bashing you with it

Having given you a suitable thumping, he heads for the skies

flurry of incoming fire forces you to take cover, your partner may have a clear shot instead.

Plus your team-mate frequently gets in your line of fire and in one boat chase scenario your buddy bounces and weaves in front of you in another speedboat so much that you'll be hard-pressed not to cap him.

HOLY DUCK, GAT-MAN!

What's more, if you've got the guns but not the mates, you can get all Lara Croft in the Double Gun mode instead, which, unsurprisingly, gives you double the firepower. But as you're salivating over our photo of the new G-Con 2, you might be wondering how in hell do you duck/reload when the duck button is neatly positioned at the base of the grip.

Fear not, because you can allocate any of the buttons to duck, and with a D-pad neatly placed at the back of the G-Con 2 (located where the hammer usually sits on a revolver) you simply press both pads with each thumb to dodge bullets. You may look like a bit of a tool brandishing two bright blue lightguns in front of your telly, but as you spray the screen with a double helping of hot lead, you'll feel like a Hollywood action hero.

POINT BLANK

As well as the all-out fury of the Arcade mode, there are loads of other mini games and play modes to blast through, including Shoot Away 2 (a retro arcade clay pigeon shooting game) Agent Trainer and Quick & Crash (a sort of fairground shooting challenge). But without doubt the most addictive gameplay can be found in the Crisis Missions. You'll be clearing rooms full of gun-toting baddies within two-second time limits, getting 15 hit combos even though you've only got nine bullets in your gun, and showing off the kind of sharp-shooting skills that would put Robocop to shame.

We've played the US version to death and it's stunning to look at and equally fantastic to play, so mark November 2 in your diaries, because TC2 will be worth every penny. Even if you don't have an old G-Con and have to stump up the cash for the new official one.

CVG RECKONS

Definitely looking like the best gu… game ever to hit a home console, Time Crisis 2's addictive arcade-action will get your blood pumpi… like none other in this genre. A… you get the chance to play in i… mode, it's an unbeatable blas…

Mike C

WWF SMACKDOWN! JUST BRING IT

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **YUKE'S** PUBLISHER: **THQ**

It's an exciting time in the wrestling world. The WWF owns WCW and has most of the ECW boys on board already. All these new characters and storylines give it a breath of fresh air and stops it from becoming boring and predictable.

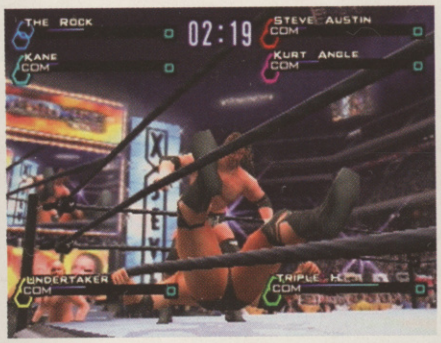
So you'd think a new wrestling game would blow us away by pulling in new angles – new, more extreme wrestlers and of course the new look and sound of the SmackDown! show. Shame, then, that SmackDown! JBI doesn't, making it look a bit dated already.

Why? Complex legal wranglings (see box) mean publisher THQ can't feature any of the invading wrestlers. Secondly, someone forgot to tell THQ they were going to revamp the SmackDown! show three months before the new game even hits the shelves. Oops.

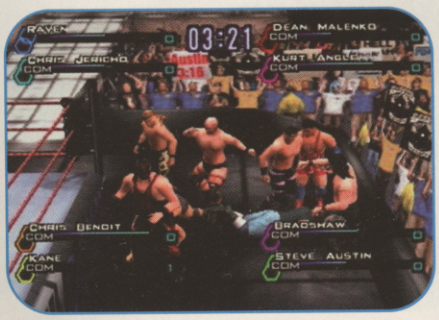
BE DOCTOR FRANKENSTEIN

It might not have mattered so much if the SmackDown! series' first PS2 outing was rammed with new stuff. But it isn't. Instead, THQ is trumpeting the new 'create' features.

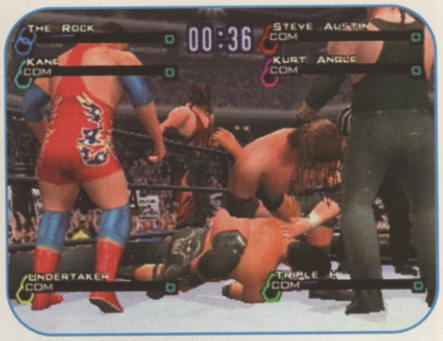
And, indeed, they're pretty cool. You can go into levels of detail on your made-up freak that even God didn't have available when he designed Adam. Being able to create a taunt rocks too – how we laughed when our 300lb tough guy started doing the YMCA dance. The Undertaker looked amused too, until he wrapped a chair round our man's head.



Look! Six WWF blokes in the ring at once, all hail the power of PS2!



Now this is getting ridiculous, there's loads of them – all hell has broken loose



Three on one is hardly fair, but as it's the Rock getting his ass kicked we don't mind

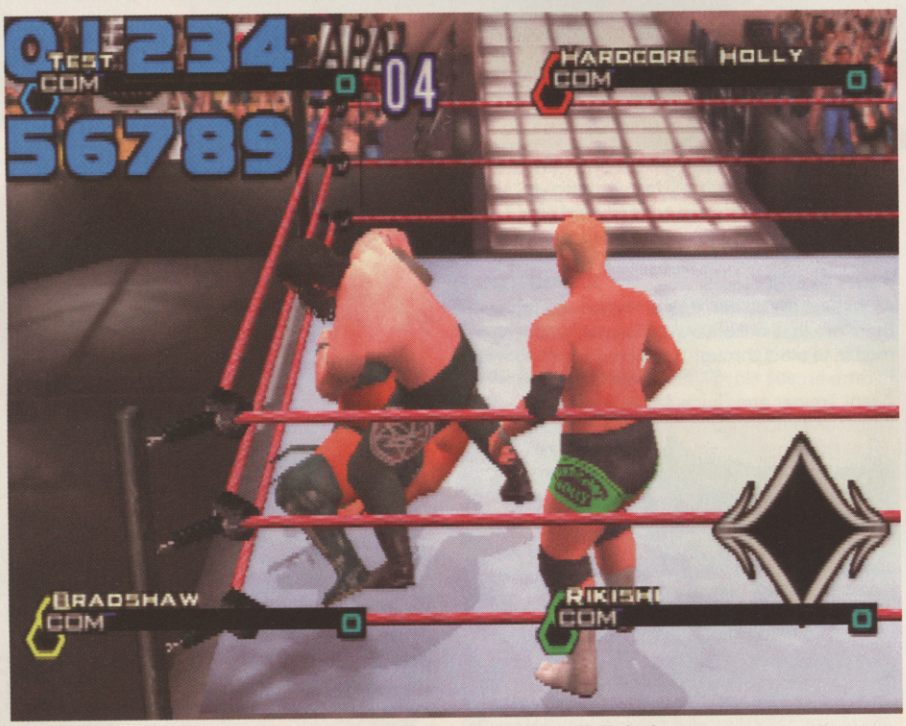
GOT A MATCH?

There aren't a lot of new match-up options in here. Being kind, you'd say this is because the last game was so comprehensive it covered just about all of them. The six-man tags are a laugh, although the Three Stages of Hell match is just three of the normal special matches one after the other. Bit of a cop-out, really. At least those matches that have returned, like the Hell In A Cell and TLC match, have been given a lick of extra polygon paint to make them look better.

SMACKDOWN! 2.5?

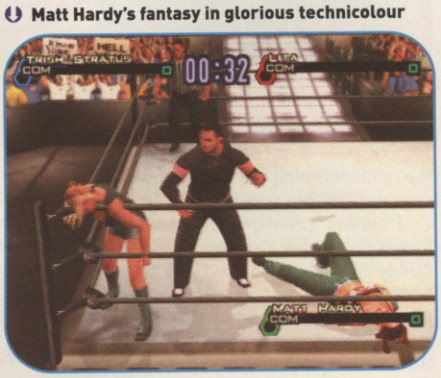
JBI also boasts nice little touches like a window popping up showing Tazz and Michael Cole, who

"Looks the business but m biggest storyline in wrestli



Bradshaw gives Rikishi a hand to get his boot off while Hardcore Holly looks on

Matt Hardy's fantasy in glorious technicolour

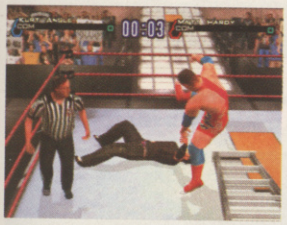


give you a move-by-move commentary. It's also good to see you can now have nine wrestlers in the ring at once. There are new areas backstage too, and career mode is more advanced. Indeed, most of the changes seem to be stuff we wanted in the last game but the PSone just wasn't capable of. Even so, we can't help but feel there aren't actually a lot of new innovations here.

Add to that the fact that they've ignored the all-important 'Invasion' storyline and feud, and you'd be forgiven for pinning your hopes on a truly up-to-date and original PS2 wrestling game on SmackDown! 4. Oh, did we forget to mention that's already in hand too?

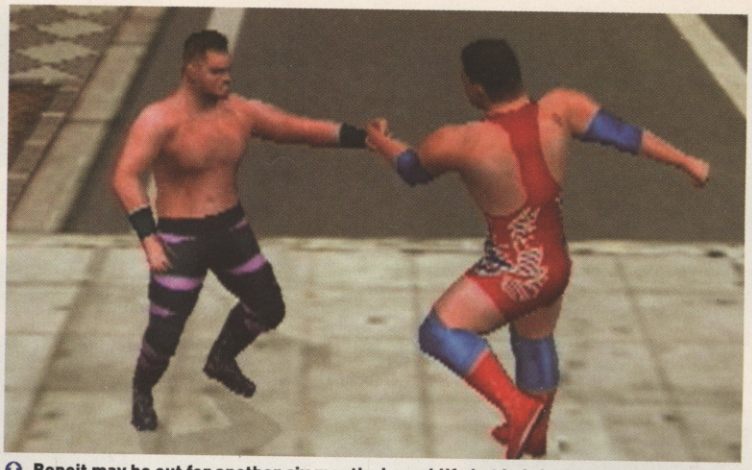
Hell in a Cell, still the most brutal match in the game

Kane getting beaten up by a girl – yeah, right!

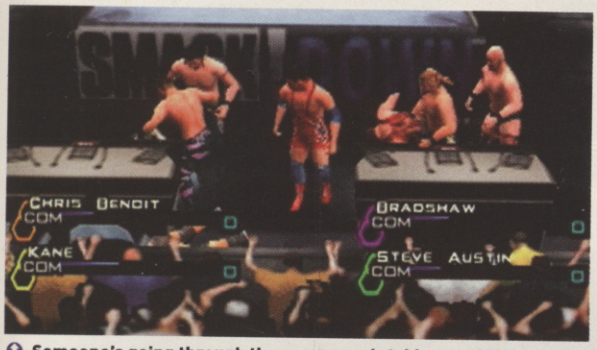


The infamous TLC match guarantees injuries

Use the ladder as a weapon or a way to reach the title belt



Benoit may be out for another six months in real life but he's in the game



Someone's going through the announcer's table, surely?

CALL THE LAWYERS

Here's the reason why Just Bring It fails to include any of the Invasion storyline:

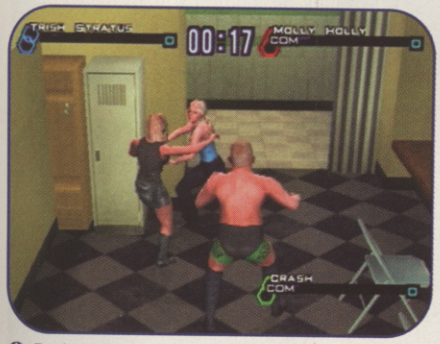
Publisher THQ owns the rights for WWF games, EA owns the licence for WCW and Acclaim owns the licence for ECW. The WWF bought the WCW (hence the invasion), but with EA owning the game licence, THQ have had to call in the lawyers to sort out the mess.

The WWF has absorbed most of the ECW roster but not the ECW rights, so it's not allowed to feature ECW-branded wrestlers either. It's a world of legal pain that never had a hope in hell's chance of being sorted out in time for the release of SmackDown! 3.

So how do we know all this? Coz we despatched our Lee to Yuke's in Japan to get the low-down.

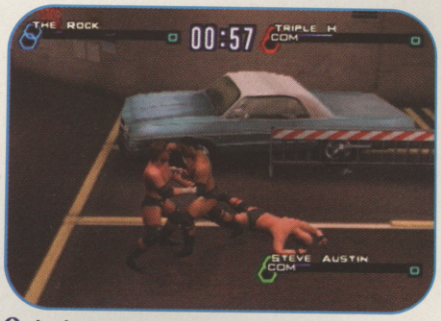
One of these is not a Japanese wrestling game developer – you choose

nisses the ing history"

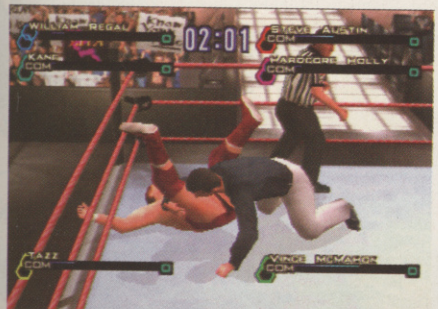


Backstage, the girls go at it in the locker room. Looks like Crash Holly is enjoying it

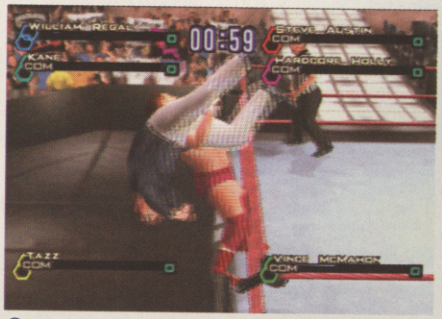
You'll need to adjust some of the outfits, like Ivory's, to get them up-to-date



A minor argument over a parking space gets blown out of proportion in the WWF



If Regal farts now this one is all over

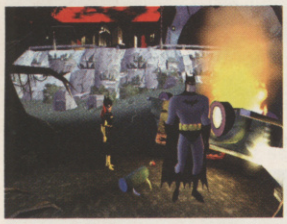


Vince is almost 60 – this is gonna hurt

CVG RECKONS

Whatever happens it's going to sell bucketloads, but we'd like to see more matches and a more updated roster. Looks the business though, as long as you don't care about the extras. **Les**

"Dark, moody and smart – and that's just the graphics"



Batgirl's in but not Robin. Yes!

Batman's pretty nifty

Zoom in using the Batscope

Batman gets to play around on Gotham Bridge in one of the most spectacular levels.

BATMAN VENGEANCE

FORMAT: **PS2/XBOX** OUT: **NOVEMBER** DEVELOPER: **UBI SOFT** PUBLISHER: **UBI SOFT**

Batman games are usually like Posh Spice's lip ring – heavily hyped fakes. But Ubi Soft's new action-adventure is actually looking rather like the real deal. No, really.

Batman Vengeance is based on the excellent animated New Adventures of Batman series, and features many of the original voices, including Mark Hamill as The Joker. So if you ever watched the show on Saturday morning TV, you're going to feel right at home here.

The story has been specially written in conjunction with DC comics, and is packed with twists and turns. It begins simply enough – our hero sets out to rescue a woman. She then asks you to save her son but, in the finest comic book traditions, it's a trap. We won't tell you what happens next but, needless to say, Gotham City is hit by a huge crime wave.

He runs, he jumps, he glides! Whhheeeeee!

TO THE BATMOBILE!

With the action spread over 19 levels in some very mixed locations, it's your job to find out what's going on and to clean up the mess. Over half an hour of real-time cut-scenes and almost ten minutes of pre-rendered cinematics help tell the story, and they look gorgeous. Even the dark, moody in-game graphics look smart.

The Dark Knight boasts more than 500 separate animations and is pretty darn versatile. He has martial arts skills to fight enemies, five finishing moves to unlock, hi-tech gadgets like a launcher gun and grappling hooks to climb and explore. Naturally, there's the obligatory cape for gliding from buildings and shielding yourself from attacks. And, yes, you even get to pilot the Batmobile and Batplane.

With a separate game mode for fighting and another, first-person view for using the gadgets, control is a little complex, but the early missions are effectively training levels and should ease you in gently. So will how it all turn out? Stay tuned for a review real soon, Bat fans.

Looks like Mr Freeze got here first

At Gotham Chemical plant everything is running smoothly. Toxic spill? What toxic spill?

CVG RECKONS

With elements nicked from Spider-Man, Metal Gear Solid and, err, MDK2, this is looking like the best Batman game for years and years. **Warren**

GTA3

FORMAT: **PS2** OUT: **NOVEMBER** DEVELOPER: **DMA** PUBLISHER: **ROCKSTAR**

Drive-by shootings that leave bodies in pools of blood. Innocent civilians being crushed under the wheels of getaway cars. Looks like in the years it's been away, GTA hasn't lost any of its desire to be one of the most controversial games around.

A fully living and breathing 3D city is yours to do with as you wish. You could drive around peacefully, obeying all the road signs but you'll probably have more fun stoppiing a car in the street, beating its occupant to a pulp and driving off to do a job for the gangland boss man.

An M16 is the carjacker's best friend

They've dumped the crappy top-down view and it's a big, wide, fully-3D world out there now

TRIGGER HAPPY CV

With flamethrowers, rocket launchers, machine guns and sniper rifles to play with, in classic gangster movie style the body count's going to be high. That's assuming you survive the attentions of the police and their heavily-armed SWAT wagons, that is. GTA3 is shaping up to be everything Driver 2 should have been – car carnage and gangster gunplay rolled into one contoversial bundle.

CVG RECKONS

A tense, mission-based thriller of a game. Look beyond the controversy and you'll see a red-hot pile-up of motoring carnage. Les

Pong But Not Forgotten

CVG is 20 years-old!

Remember the mullets from hell? The awesome exclusives and the free holograms? The daft stunts and crazy columns? The reviews of games you loved and the writers you hated?

In two decades of history, you've seen it all in CVG: we've brought you news, previews, reviews and features covering some 10,000 games (around 1,000 in the last couple of years alone).

OI, YOB, NOOOO!

Now it's payback time. Next issue is CVG's 20th anniversary. Many of you (and us) have grown up on a diet of games and CVG and, while half of you (and us) were confused sperm swimming in circles when Issue #1 arrived, we want you to tell us your favourite memories of CVG.

It could be a single review or cover, it could be a series of features or a particular section, design, cartoon, comedy moment or writer's mullet – just write to mailbag.cvg@dennis.co.uk You don't have to be a grizzled old-timer who read every one of Yob's rants or spent five two weeks keying in our 4,000-line game codes – we want to hear from everyone. So, rifle your drawers for those old editions and tell grandaddy CVG all about it! Meanwhile, we're sending the entire team into the lost vaults of CVG history to bring you a very special Issue 240 indeed.

PCZONE
THE BEST FOR PC GA
one.co.uk #108 NOV 2001
EXCLUSIVE REVIEW
COMMANDOS 2
First review of the smash strategy sequel
WORLD EXCLUSIVES
TOM CLANCY'S GHOST RECON
MEDAL OF HONOR: ALLIED ASSAULT
We get to grips with playable code for two of the year's finest shooters
REVIEWED
MAGIC & MAYHEM: THE ART OF MAGIC
ANARCHY ONLINE
THRONE OF DARKNESS
FROM DUSK TILL DAWN
FA PREMIER LEAGUE MANAGER 2002
FIRST REVIEWS!
RED FACTION
Half-Life meets the miners' strike
CHAMPIONSHIP MANAGER 01/02
The beautiful game is coming home
FULLY PLAYABLE EXCLUSIVES!
MAGIC & MAYHEM: THE ART OF MAGIC
The Lords of Chaos are back in this epic 3D sequel
CHAMPIONSHIP MANAGER 01/02
Massive half-season demo
WORLD EXCLUSIVE
TRIBES 2
The acceptable face of gang warfare
IL-2 STURMOVIK
The next-gen flight sim is here
PLAYABLE DEMOS
PATRICIAN II
STAR MONKEY
MADDEN NFL 2002
CD1
PLUS FULL PC ZONE PATCH DATABASE AND ALL THE LATEST FOR YOUR FAVOURITE GAMES INCLUDING GANGSTERS 2, DIABLO II: LORD OF DESTRUCTION, WORLD WAR II ONLINE
FULLY PLAYABLE DEMOS
RED FACTION
ANACHRONOX
MECHCOMMANDER 2
NEW MAPS & MODS
Unreal Tournament, Gunman Chronicles, Dungeon Keeper 2
MODWATCH
THE STING!
WORMS WORLD PARTY
ALL THE LATEST PATCHES FOR THE BIGGEST GAMES INCLUDING MAX PAYNE, QUAKE III ARENA, OPERATION FLASHPOINT, WORLD WAR II ONLINE, BALDUR'S GATE II, STARTOPIA, SUDDEN STRIKE FOREVER
CD2
2CDS
£3.99
OUT NOW

FREEPLAY

COME GET SOME

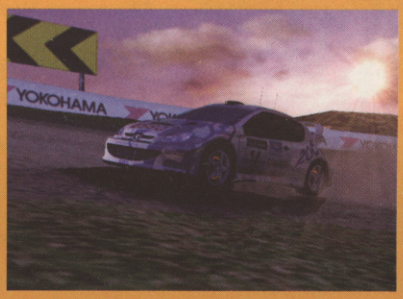
After all the waffling about games we do in the mag, there comes a time when you should get your say. And that's here. Not only that, but this is where you can prove how good you are at games by completing our challenges, and it's the place where you can lend other gamers a helping hand by sending in your best cheats and tips. So let's have it!

Do you want your 15 minutes of fame in CVG's Freeplay? Then get your high scores, challenges and opinions to us now! Write to: Freeplay, CVG, Dennis Publishing, 30 Cleveland Street, London W1P 5FF. Or email us at: mailbag.cvg@dennis.co.uk

YOUR SHOUT

Everyone's got an opinion about games, and one man's perfection is another man's pants. So let us know what you think of games we've reviewed by sending 100 words or less with a score out of ten to the usual address or mailbag.cvg@dennis.co.uk

GRAN TURISMO 3
Format: PS2
Reviewed: Issue 237
Score: 10/10



WHAT WE SAID:
"GT3's the ultimate driving sim. Better handling, more races and brain-melting visuals make it the showpiece PS2 title."

YOU RECKON:
"This is the most brilliant racing game of all time! The lighting and reflections are utterly amazing. 10/10."
Frank Prendergast, Liverpool

"I hate racing games, but my best mate bought GT3. When I saw it I was blown away and rushed down the shops to buy it. 10/10."
Gary Porter, via email

CITY CRISIS
Format: PS2
Reviewed: Issue 237
Score: 8/10

WHAT WE SAID:
"With its fine arcade gameplay, fighting raging infernos in City Crisis could really light your fire. If only it were bigger and with some kind of multiplayer option."

YOU RECKON:
"City Crisis kicks ass. The helicopter responds perfectly, and the missions are really cool. Shame there weren't more levels though. 8/10."
Liam Friend, Bolton

"I thought City Crisis was brilliant, but I completed it in an evening. and for £40 I expected a lot more. They should add multiplayer and more levels for a sequel. 7/10."
David Day, Birmingham

CHART ATTACK

CVG
What's turning us on

1	Mario Sunshine (GameCube)
2	Zelda (GameCube)
3	Luigi's Mansion (GameCube)
4	Rogue Leader (GameCube)
5	Maximo (PS2)
6	Mario Kart (GBA)
7	Time Crisis 2 (PS2)
8	Final Fantasy X (PS2)
9	Pro Evolution Soccer (PS2)
10	Tony Hawk's 3 (PS2)

READER
From Farham Hussain, London

1	Metal Gear Solid (PSone)
2	GoldenEye (N64)
3	GT3 A-Spec (PS2)
4	Super Mario 64 (N64)
5	Zelda DX (GBC)
6	Doom (PC)
7	Virtua Tennis (DC)
8	ISS Pro Evolution 2 (PSone)
9	SmackDown! (PSone)
10	Tony Hawk's 2 (PSone)

TOP 10 SHOOTERS
Our favourite first-person shooters

1	Half-Life (PC)
2	GoldenEye (N64)
3	Quake 1, 2, 3 (PC)
4	Unreal Tournament (PC)
5	Operation Flashpoint (PC)
6	System Shock 2 (PC)
7	Deus Ex (PC)
8	Perfect Dark (N64)
9	Aliens vs Predator (PC)
10	Doom (PC)

BEST SELLERS
What's been flying off the shelves

1	GT3 A-Spec (PS2)
2	Pokemon Gold (GBC)
3	Super Mario Advance (GBA)
4	Pokemon Silver (GBC)
5	Tony Hawk's 2 (GBA)
6	Simpsons Wrestling (PSone)
7	Digimon World (PSone)
8	Red Faction (PS2)
9	Bomberman Tournament (GBA)
10	Onimusha: Warlords (PS2)

Best Sellers supplied by Leisure software charts, compiled by ChartTrack. (C) 2001 ELSPA (UK) Ltd

HUNTER'S MAILBAG

Got something to say? We'll let you shout it out to the world. Just put pen to paper and send your thoughts to: Hunter's Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1P 5FF, or email: mailbag.cvg@dennis.co.uk

Best letter in gets a bone. Worst one gets a turd. All letters end up being used to wipe my arse or to scoop up my curlers from the pavement. Hope that's Okay.

GOLDEN BONE

GLADIATORS, LES-Y!

I have made an interesting discovery. Our friendly neighbourhood Les Ellis is no other than the legendary Wolf from Gladiators. Shock!
Matt 'Rise Of The Robots' Potts

CVG: Well spotted Matt, but CVG's Lord Death is a dead ringer for loads of other celebs, too: he's the spit of alleged nun-killer Marilyn Manson and some have even said that, from behind, he looks like the heroic collie, Lassie. There are more CVG looky-likeys, too: Pete is the twin of Dutch defender Jaap Stam and Dan bears more than a passing resemblance to the scummy Welsh guy out of Notting Hill. Hell, CVG's got more looky-likeys than an audition for a Hear'Say tribute band.

GREY IMPOSTOR

In the news yesterday I saw a picture of Heihachi from Tekken and man, I gotta say, he's getting old. I don't know who the guy on the left is, but maybe it's his lawyer – so even if he is too old to fart in Tekken 5, he can still sue your ass!
Robert Strandaas

***CVG:** Sheesh, it looks like ol' Heihachi's been on the booze a bit recently – check out those flushed red cheeks! He probably has a quick slug from his trusty hip flask in between bouts with 'Gin' Kazama. The other guy looks like Bryan Fury, wearing his secret 'shellsuit and spectacles' outfit that can only be unlocked by defeating the last boss with a Double Zimmer frame Spinning Roundhouse special.*

BARKING MAD

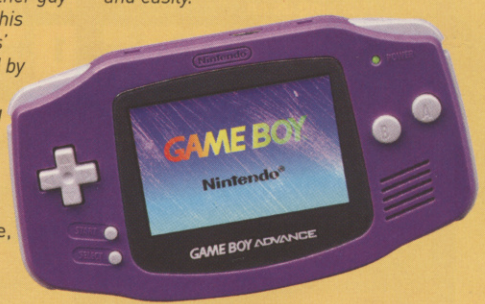
Oi 'unter, are you Potts's (Jet Set Radio's Dogg) stunt double, coz I can tell that being your hard self an' all, you can do those tricks any day. Also, tell those todgers at CVG that don't think they can slack off – unlike the rest of their issues, this one doesn't have a release date for next month's issue. 'Nuff said.
Amin 'The Dogg's pint' Hasan

***CVG:** Hunter replies: "Woof, woof, bark, howl". Sorry, his translator was on holiday when we went to press.*

BLURRED VISION

Having purchased a new GBA, I am devastated because I have severely scratched the screen. I got it from my mum's catalogue and they don't do refunds. Is there any way of replacing it without buying a new one?
AJ

***CVG:** In this world of rampant money making and looking after Number One, it may come as something of a surprise that those nice folks at Nintendo will replace your broken screen for a mere six quid. All you need to do is ring up their extremely helpful customer services department on 02380 623 200, and they will help you sort it out quickly and easily.*



WE'RE ALL DOOMED!

PlayStation 2 now has tons of first-person shooters and as we all know, they all date back to id's Doom. But imagine, when playing TimeSplitters, Quake III and even Unreal, a Cacodemon, Pig or Baron comes round the corner! Let's face it, most of the enemies in PS2 don't come close

CVG STINKER

to the demons of Doom, so I think they deserve a place on PS2.
Malcolm Brown, Walton On Thames

CVG: *There's some good news and some bad news. The bad? Chances aren't you won't see your favourite hellspawn on PlayStation 2 – they're far too busy hanging out in Doom 3 to make the move across. But the good news is all your old favourites will appear in the Game Boy Advance version of Doom. Result!*

SONY IS RIPPING US OFF'

Recently I have wanted to buy a PlayStation 2, but the price has really put me off. Why are they so expensive? I think there are a lot of people out there who, like me, are reluctant to buy a PS2 because it's overpriced. Sony's sales would no doubt double if it dropped to a reasonable price, maybe around £150. Sony is already a rich company and shouldn't worry about profits. I'm certain Sony would win the battle of the consoles if it dropped its prices!
Scott

CVG: *Tell you what, why don't they give away PlayStation 2s for free, then they'd be in every household in the world. Then Sony could infect these with some super-powerful mind-controlling microchips that, when you turn on the console, emit brain-busting radio waves. Within minutes we're all turned into brainless shambling zombies who, rather than drooling over Metal Gear Solid 2, get all excited over the next Army Men game. So count yourself lucky – PS2s cost that much for a reason. Maybe.*

AND YOUR POINT IS?

Nowadays everyone knows which consoles are more powerful than others – PS2 is better than DC, GameCube is better than PS2... but things haven't always been so crystal clear. The first things that spring to mind are the Mega Drive and Super Nintendo. I can remember hours wasted in Primary school arguing with classmates about which of these was the best.

Then there was the Saturn and PlayStation. That one was admittedly a little one-sided, though. The general consensus at the time seemed to be that the Super Nintendo and the PlayStation were the superior systems.

But lately I decided to do a little research into these four pieces of hardware, and the results told a different story. The Mega Drive ran at 7.6MHz, whereas the SNES's processor ran at a poor 3.2MHz – that's less than the original Game Boy (4MHz)! And while the PS ran at around 35MHz, the Saturn had two CPUs running at 29MHz, and another running at 20MHz...
Jack

CVG: *I bet you like nothing more than to enthrall your lady friends with tales of V-RAM and the benefits of Z-buffering. It doesn't matter what's underneath the plastic shell of your favourite console, providing it's got the games that you want to play. If all you want to do is compare statistics, buy a bloody football manager game. On PC. And have fun fiddling around with the BIOS.*

INTRIGUING, CAPTAIN

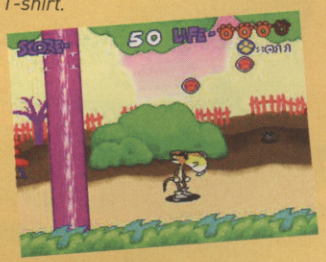
I still have a copy of the CVG Year Book 1986 and in the mag is a game 'Interstellar Intrigue' by Mike Singleton for the Spectrum which was written in basic. I've rewritten the game in VB and added some new features etc. How do I get permission from CVG, Mike or both in order to distribute the game via the Net? The game will be free.
UseLess

CVG: *Although CVG is cool for you to play around with Interstellar Intrigue, fact is we haven't been able to track down the man Mike Singleton. Last we heard he'd left the games industry and moved to Tibet to play Space Invaders with the Dalai Lama.*

WHO CUT THE CHEESE?

Here is my personal top five of the cheesiest game characters:
1. Pikachu (Pokemon). Pokemon is good, Pikachu is just a fluffball.
2. Foku-san (Shenmue) His facial reactions scare my sister.
3. Elvis (Perfect Dark). Sounds too much like Marvin The Martian.
4. Amy Rose (Sonic Adventure). She squeaks too much.
5. Any Resident Evil character who says, "it's finally over".
The_Dudefather

CVG: *Or Gruntilda, the witch who stank of cheddar in Banjo-Kazooie? Or Chester Cheetah, he had his own game. Or... Sod it, that's enough crap top fives. Give us something worthwhile and you could win a limited edition CVG T-shirt.*



SHORT STUFF

Is there going to be a Mario game for the Game Boy Advance which hasn't already been released?
Anon

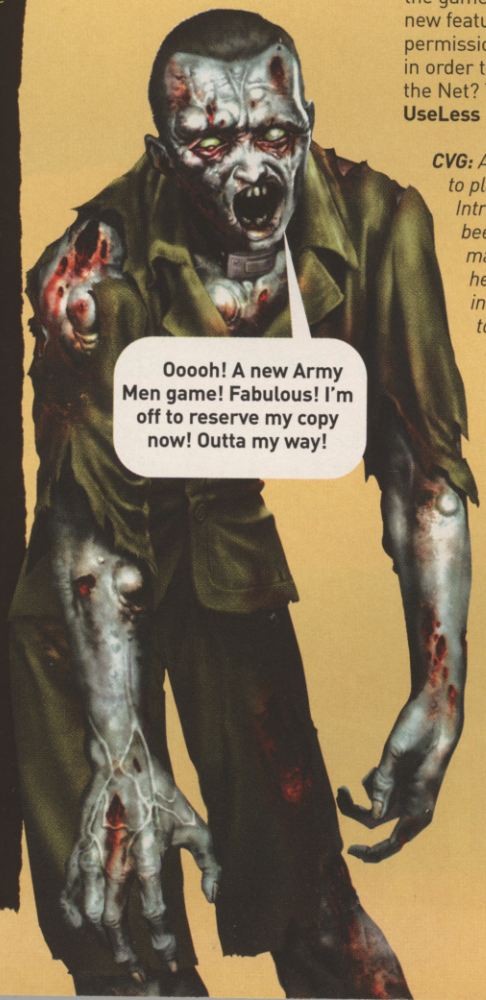
CVG: *Nothing's been announced as yet. The N is working on handheld updates of Super Mario World, Super Mario Bros 3, and Mario's Picross, as well as Yoshi's Story. However, Wario Land 4, due out in November, is a completely new adventure. Bok!*

I would just like to say how great it is that CVG has kept going for 20 years.
Brendan (I love CVG) Lyons

CVG: *Aw, shucks, stop it, you'll make us cry. Tell you what, get next month's 20th Anniversary issue and we'll give every reader something special as a little thank-you for being so loyal.*

Why are all the pictures of the team now in cartoon format? Are you not allowed to show your faces anymore?
Mark Boosey

CVG: *We're all far too ugly to print our real faces. Apart from Les of course, who doesn't have a face – just a skinless skull that sits on top of his shoulders.*



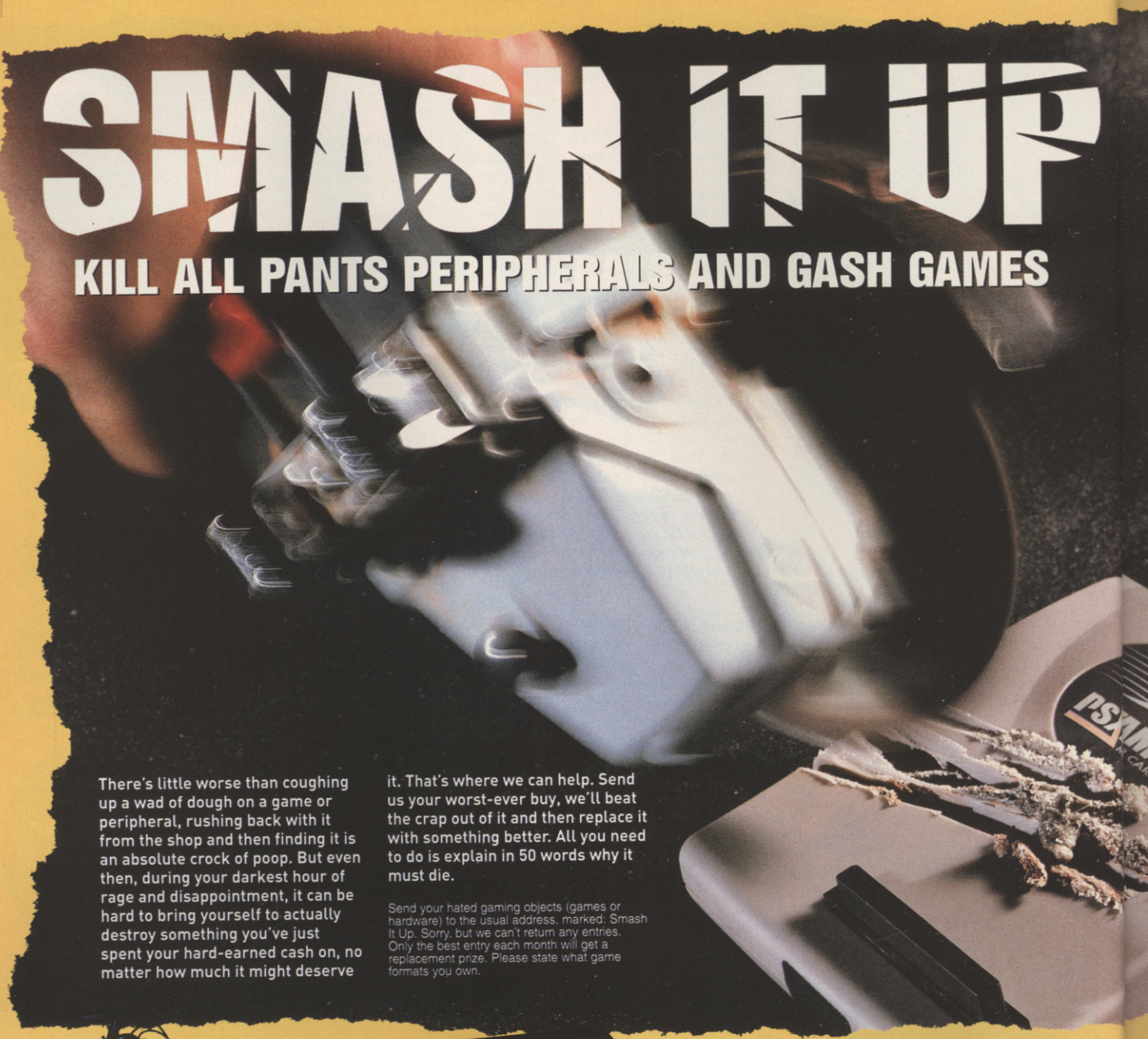
HAVE YOUR SAY

On our website over the past few weeks, we've been asking what you lot think of the new cel-shaded Zelda game shown at this year's Spaceworld exhibition in Tokyo. How does it compare with last year's tech demo look? This has been a controversial subject since CVG broke the world's first-ever footage of the new title. Here are the results of which style you lot prefer:

LAST YEAR'S TECH DEMO LOOK	54%
I DON'T CARE, IT'S ZELDA!	22%
THE NEW CEL-SHADED LOOK	19%
THE OLD N64 LOOK	5%

SMASH IT UP

KILL ALL PANTS PERIPHERALS AND GASH GAMES



There's little worse than coughing up a wad of dough on a game or peripheral, rushing back with it from the shop and then finding it is an absolute crock of poop. But even then, during your darkest hour of rage and disappointment, it can be hard to bring yourself to actually destroy something you've just spent your hard-earned cash on, no matter how much it might deserve it. That's where we can help. Send us your worst-ever buy, we'll beat the crap out of it and then replace it with something better. All you need to do is explain in 50 words why it must die.

Send your hated gaming objects (games or hardware) to the usual address, marked: Smash It Up. Sorry, but we can't return any entries. Only the best entry each month will get a replacement prize. Please state what game formats you own.

BUG STOMPER

TELL US ABOUT THOSE GAMING GLITCHES

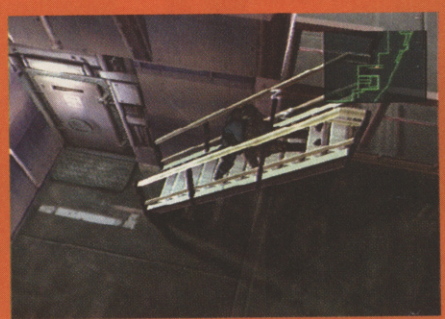
We've all seen them. Sometimes they are just amusing little glitches. Sometimes they are horrific balls-ups that ruin whole games. Bugs – no matter how hard they try, they can never quite get rid of them.

So to make sure fellow players know where to expect a code cockroach, let us know when you find one. We'll print the worst offenders and crush them with a big CVG hobnailed boot. Send any crime candidates you come across to mailbag.cvg@dennis.co.uk and we'll do the rest.

METAL GEAR SOLID 2 (DEMO)

Format: PS2

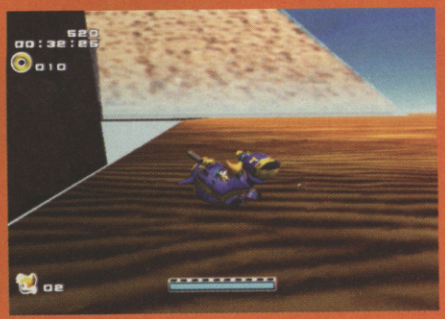
When on the deck of the ship, kill a guard then drag his body down some steps and see what happens. Yup, the hapless guard's legs start disappearing through the steps. Must be magic. Luckily, this is only a demo...



SONIC ADVENTURE 2

Format: Dreamcast

Where to start with this brilliant-but-flawed game? Okay, on Tails mission 12 hidden base, it's possible to fly around scenery and see a blank void. We reckon if you reach it then you will emerge from The Matrix into the real world.



WE ONLY HURT THE GADGETS THAT HURT US

Urgh, what's that rancid smell? Smells like a steaming turd! Or maybe it's just the PSX Amp...

YOU SAY:

"On attaching this piece of plastic cack to my PSone, I thought I'd be able to download MP3s from the Internet. But on closer inspection I realised that it's a freaking amp that lets you play MP3s that have already been burned onto a CD through your machine and TV. I must have revenge for being made to feel like a prize todger, so please annihilate this worthless peripheral. Do your worst."
Anthony Murray, Bromley

CVG SAYS:

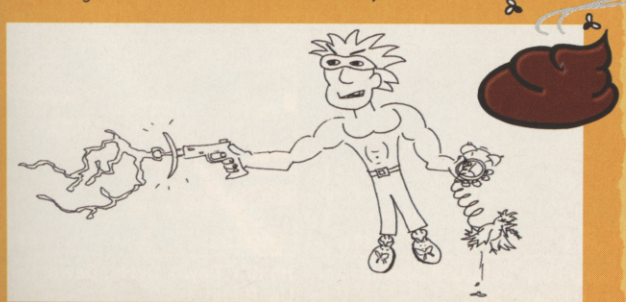
True, you are a prize todger. But due to the fact that this is indeed a pointless peripheral with familiar connections to a ten-foot pile of steaming donkey doo, we were happy to make it suffer a slow and painful death. Have a Scorpion Lightgun 2 from Blaze instead.

MELTING POT

SEND US YOUR GAME IDEAS

REPLAY

In 2078 an evil criminal, Sam Strike, is used to test the first-ever time travel machine. But an explosion sends Sam back to an unknown time. Knowing the danger, the government send a detective, Steve Marshall, to deal with the problem. It's up to you to travel through time as Steve and find Sam before he kills again and changes the future. **© Sam Windle, Essex**



ACTION REPLAY

GROOVY GAMING GEAR OF YESTERYEAR

#3: VECTREX

Year released: 1982
Manufacturer: GCE/Milton Bradley

WHAT IS IT?

It's the only vector graphic gaming system ever made for home use. Most videogames use 'raster' graphics to display games on a TV; the Vectrex used Vector graphics (sort of ultra-bright shiny lines) that were displayed on a custom monitor.

Consequently, all the Vectrex's games were black and white but packaged with a colour plastic overlay that attached to the screen giving control information, a nice logo and pretty borders. Control was via a four-button joystick that flipped out from under its belly.

The Vectrex was one of the few systems that came with a built-in game – Minestorm, a very passable Asteroids rip off. All Vectrex games are worth getting hold of for one reason or another, but Polar Rescue, Battle Zone, Scramble and Berzerk are among our favourites. The bizarre platform romp Spike was also notable for its cinematic intros, quasi-3D gameplay and excellent digitized speech: "Eeek! Spike!", "Oh no! Molly!"

WHY YOU SHOULD WANT ONE

The Holy Grail of all retro gaming systems was owned exclusively by 'other kids' at school while lesser mortals were confined to Rubik's cubes and writing rude messages on calculators. Now even people that hate anything to do with videogames can't help but be charmed by its retro appeal and quirky graphics.

LOOK OUT FOR...

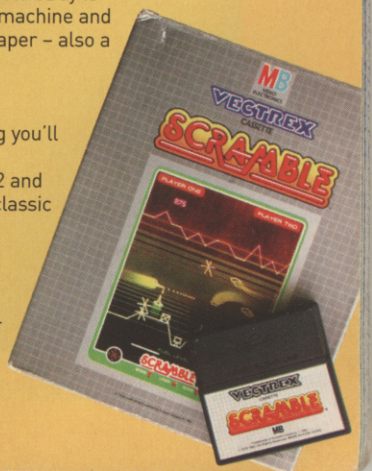
The lightpen and 3D headset that were sold separately and are now worth more than the machine itself – if you can find them. The Vectrex community is alive on the Net where you can buy a multicart for around $70 (60 games on one cart) from http://home.xnet.com/~skelly/vmulti.htm. This cart has the entire Vectrex catalogue and includes new games still being programmed by fans today.

WHERE YOU CAN GET ONE?

If you're willing to shell out £150 then head over to www.telegames.co.uk or scan the classifieds in the back of CVG for retro shops offering cheaper options. Good old eBay is always worth a look and a decent unboxed machine and game or two will usually go for slightly cheaper – also a good source for inexpensive boxed games.

ALTERNATIVELY...

Vib Ribbon on the PSone is the closest thing you'll get to the look of a Vectrex and the much anticipated Rez (formerly K-Project) for PS2 and DC is looking promising for capturing that classic vector feel. If you're feeling flush, you could always get hold of an original Vector-based arcade cabinet (Asteroids, Lunar Lander, Battlezone, Space War, Star Wars, Tempest etc), but these things are extremely sought-after and God help you if they go wrong!



THE DOGHOUSE

FANG THE LORD FOR HUNTER'S CHEATS

You're in Hunter's manor now, which means you can expect vicious cheats, growling tips and highly aggressive hints. So if you've got some top tips, send them to the usual address or barny_zoeller@dennis.co.uk. Make sure they're good – Hunter's bite is worse than his bark.

BLOODY ROAR 3

UNLOCK KOHRYU: To unlock this bad boy all you need to do is play through arcade mode and defeat him when he appears. Then he is selectable.
UNLOCK URANUS: To get your hands on this, all you need to do is play Arcade mode and defeat Xion. However, this time you may not use continues to do so.

CLIVE BARKER'S UNDYING

Press the Tab key for the chat window and then enter one of the following codes for a nifty cheat.

CODE	EFFECT
set aeons.patrick health 999	Set health
set aeons.patrick mana 999	Set mana
infinitemana	Unlimited mana
ampattspell	Increase spell level

KONAMI KRAZY RACERS

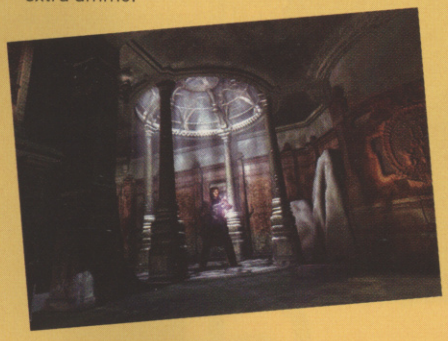
UNLOCK BEAR: Collect the blue diamond between the two gaps at the end of Cyber Field 2. Complete the race and save.
UNLOCK KING: Race on Sky Bridge 2. Collect a blue bell power-up then find the jump just before the large gap. Jump to the platform on the right to collect a blue diamond. Finish the race and save. King is now selectable.
UNLOCK VIC VIPER: Race on the Moon Road track and collect a blue bell power-up. Use the boost at the first jump to reach a long platform containing a blue diamond. Finish the race and save. Vic will now be unlocked.

TOMB RAIDER

BONE CRACKING: At the title screen, press A, A, B, A, A, A, A. Ouch – by the sound of it, that's gotta hurt.
BLOW HER UP: Press A, B, B, A, A, B, A, A at the title screen to blow Lara up.

ALONE IN THE DARK 4

Edit the start menu link where it says "...\launch.exe". Put in wizardmaster so it reads ".../launch.exe"wizardmaster. This will open a cheat option in the inventory screen where you can switch on God mode and get extra ammo.



CRAZY TAXI 2

NO ARROWS: Hold start and press A as the character select screen appears. If you have done it right a message will confirm that you have just made the game harder for yourself, fool.
NO DESTINATION MARK: While holding Y press A as character select appears. 'No Destination Mark' will appear to confirm your insanity.
NO ARROWS OR DESTINATION MARKS: For the truly hardcore, hold down Y+Start and press A as the character select screen appears. The word 'Expert' will confirm your decision to torture yourself in this way.

DIFFERENT VIEWS: Plug a joypad into port C and press buttons on it for different views of the action. B gives a first person view, Y gives a different angle, X shows the speedo, while A will return to the default view.

TONY HAWK'S PRO SKATER 2

MASTER CODE: Pause the game and hold down R then press B, A, Down, A, Start, Start, B, A, Right, B, Right, A, Up, Left. The menu will spin and all cheats are unlocked.
LEVEL SELECT AND MONEY: Pause the game and hold down R then press B, A, Left, Down, B, Left, Up, B, Up, Left[2]. The menu spins to confirm you've done it right.
UNLOCK MINDY: Pause the game and hold down R then press A, Left[2], Up, Right, B, A, Start. If the menu screen starts spinning, then Mindy is yours.
UNLOCK SPIDER-MAN: Pause the game and hold down R then press Up[2], Down[2], Left, Right, Left, Right, B, A, Start. The menu will spin if you did it correctly.
RESET TIME: Pause the game and hold down R then press Left, Up, Start, Up, Right. If the menu spins, you're in business.

UNREAL TOURNAMENT

This game rocks on PS2, but unless you have a keyboard and mouse it can be really tricky. So if you're stuck with the joypad, press Start to pause the game then enter one of the following codes. These work for solo play only, but the bots will be impressed. Virtual friends rule.

Level Skip: Up, Down, Left, Right, Right, Left

Full Ammo: Left, Right, Left, Right, Right, Left

Invincibility: Left, Left, Right, Right, Down, Up

Health: Down, Down, Down, Left, Up, Right

SONIC ADVENTURE 2

CUTE CHAOS A GO-GO

There's nothing more fun than Chaos. But those cute creatures from Sonic 2 can take years off your life, so here's a brief 'how to' for all would-be Chao parents.

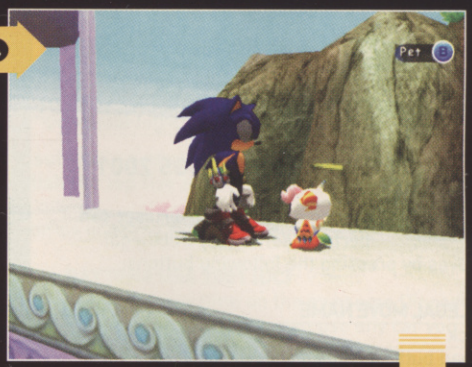
Use only a light or a dark character to raise your Chao. Never swap

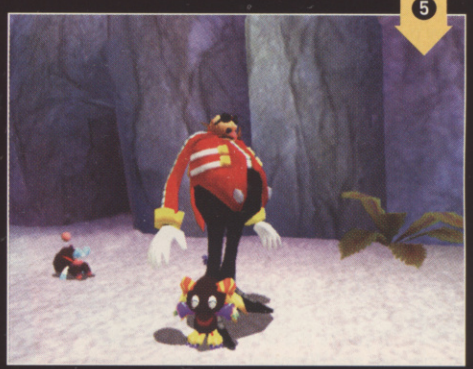
Stroke it, feed it nuts from the trees and take it to kindergarten

Keep returning to the garden and tending to your Chao and it will turn into an angel

Give your Chao animals collected from the game and it'll start assuming their characteristics

When you have an angel, take it outside where you can now access a new heavenly garden





To breed a dark Chao, use the same tactics only using a dark side character

BANJO TOOIE

SWIM FASTER: After learning Bill Drill, return to Banjo's house at the start of the game and Bill Drill the large boulder to discover a fish. Grab the fish and plop it in the moat up the hill and it will teach you swim faster.

TOMB RAIDER CHRONICLES

At the main menu hold down the left and right triggers. Keep tapping Up to skip to the last level. Tap Left to skip to the third chapter or tap Down to go to the second chapter.

SPIDER-MAN 2

GOD MODE: At the title screen, press Up, Down, Right, A
LEVEL SELECT: Again at the title screen, press B, A, Left, Down, Up, Right
MINI-GAME: At the title screen, press A, B, A, B, Down

FEAR EFFECT 2: RETRO HELIX

Complete the whole game and then start a new one. When Hana first becomes controllable you should see a control pad on the left wall. Go over and press Triangle and then put in one of these cheat codes.
ALL WEAPONS: All weapons will be yours if you bash in 11692 at the control pad.
UNLIMITED AMMO: Enter 61166 at the control pad for unlimited ammunition.

ATV OFFROAD FURY

This isn't a cheat, but it is incredibly funny. Choose Stunt mode and start driving in a straight line until you reach the edge of the playing area. When you hit the invisible barrier, the vehicle and driver will suddenly fly through the air for miles. Trust us, it's funny.

CHEATS UNLIMITED
THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES
TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

Age of Empires 1 & 2
Age of Emp. Rise of Rome
Alien vs Predator
Alone in the Dark 4
Anachronox
Baldur's Gate 1 & 2
Black & White
Blue Shift
Broken Sword 1 & 2
Comm. & Conq. Series
Caesar 3
Call to Power 2
Carmageddon TDR 2000
Carnivores: Ice Age
Champ. Manager Series
Citizen Kabuto (Giants)
Civilisation 1 & 2
Cleopatra
Clive Barker's Undying
Close Combat 3
Codename 47: Hitman
Codename Eagle
Colin McRae Rally 1 & 2
Command & Conquer
Commandos Series
Constructor
Cossaks: European Wars
Counterstrike (Half Life)
Crimson Skies
Curse of Monkey Island
Delta Force 1, 2 & L. Warr.
Desperados
Deus-Ex
Diablo 1 & 2
Dino Crisis
Discworld Noir
Doom
Dracula Last Sanctuary
Driver
Dungeon Keeper 1 & 2
Emperor - Battle for Dune
Escape Monkey Island
FA P. L. F'ball Man 00 & 01
Gabriel Knight 3
Gangsters 1 & 2
Grand Theft Auto 1 & 2
Grim Fandango
Half Life
Half Life Counterstrike
Half Life: Blue Shift
Half Life: Opposing Force
Heroes Chronicles
Hidden & Dangerous
Hitman
Homeworld
I. Jones: Inf. Machine
Imperium Galactica 2
In Cold Blood
Insane
Int. Cricket Captain
Longest Journey
Max Payne
MDK 2
Men in Black
Midtown Madness 1 & 2
Monkey Island Series
No One Lives Forever
Operation Flash Point
Populous
Project IGI
Quake 3
Rainbow Six: Eagle Watch
Rayman 2
Red Alert 1 & 2
Rogue Spear
Roller Coaster Tycoon
S. Wars: Phantom Menace
S. Wars: Rogue Squadron
Shogun: Total War
Sim City 3000
Sims
Sims House Party
Sims: Livin' It Up
Soldier of Fortune
Star Lancer
Star Trek: Elite Forces
Star Wars: Jedi Knight
StarCraft
Sudden Strike
Swat 3
The Simpsons
Theme Hospital
Theme Park
Theme Park Inc
Theme Park World
Tiberian Sun
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4 (Last Rev.)
Tomb Raider 5 (Chronicles)
Tony Hawk's Pro Skater 2
Total Annihilation
Transport Tycoon
Ultimate Soccer Man. 98
Unreal
Unreal Tournament
Vampire: Masq. Red.
Z: Steel Soldiers

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S AVAILABLE

Dreamcast. PlayStation NINTENDO 64 PC GAME BOY COLOR PlayStation2

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 095 667
PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 095 964
CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE
NON-UK CALLERS: +44 (0)700 5900 020

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or email: custserv@cheatsunlimited.com, or call our
Customer Service: 08700 885 656 (BT National Rate applies)

All logos are trademarks of their respective companies

COSSACKS: EUROPEAN WARS

If you're having problems in Central Europe, while playing the game press 'Enter' and then type in one of these cheats:

CODE	GIVES YOU
supervizor	Turn off fog of war
money	Resources
izmena	Switch players (use number keys)
multitvar	Press 'P' to get all units

KNOCKOUT KINGS 2001

During a match your bruiser can perform some very evil illegal moves by pressing the following buttons:

ILLEGAL MOVE NAME	PRESS
Kick	Triangle+Circle+X+Square
Head butt	R1+R2, Triangle
Low punch	R1+R2, X
Kidney punch	R1+R2, Circle
Elbow	R1+R2, Square
Tyson ear bite	L1+R1,Square+X+Triangle+Circle

DAVE MIRRA BMX

On the password screen, enter R6KZBS7L1CTQMH to unlock all the extra riders, tracks and bonus stuff this game has to offer.

DIABLO 2 ADD-ON

If you're the only player and Baal kills you, use any Waypoint and then immediately return before taking your portal down to the Worldstone Chamber to recover your corpse. All Baal's tentacles will be gone!

PAPER MARIO

When you get the hammer, use it to smack trees and extra items will pop out. For example, give the first tree where you start a good whack and it will give you an unlimited amount of acorns that restore 3 FP. The only thing is, you have to leave the area and return after each acorn is hammered out of the tree. It may be a bit tedious, but it's damn handy.

GT3 A-SPEC

GETTING STARTED: We've been getting bombarded with letters about how best to get started on the awesome GT3 A-spec. There are so many choices and there's always more than one way to skin a cat, but here are our top tips for starting out on the road to motoring fame.

Buy a Mazda MX-5 and a Racing Chip upgrade to win the first beginner league cup

Sell the car you win to buy a flywheel and a turbo tune-up. Then get the B licence

Win Clubman, FR, Speedster & Roadster and 80's cups and sell the prize cars

OUTLIVE

Hit the enter key and type in these Iron Maiden song names for some rockin' good cheats.

SONG NAME	EFFECT
Can I play with madness	God Mode
Be quick or be dead	Fast research & construction
Fear of the dark	View whole map
Fortunes of war	Money

GT3 A-SPEC

Get Professional modes by selecting Arcade mode and highlighting Hard on the difficulty select screen. Now hold Down, L1 and R1 until Professional appears instead.

GT ADVANCE

Enter any of the following codes at the 'Press Start' screen.

INDY CAR MODE: Press and hold L and R shoulder buttons and while doing so tap Left on the D-pad followed by B. Do it right and you will hear a confirmation sound.

GO CART MODE: Press and hold L and R shoulder buttons before pressing Right on the D-pad followed by B. Again, you will hear a noise confirming correct entry.

TUNING PARTS: Hold L and R shoulder buttons followed by pressing diagonally Down/Right on the D-pad. Then press B.

QUAKE 3: REVOLUTION

LEVEL SKIP: On any stage in the game, hold down L1, R1, R2 and Select. While doing so, quickly tap in X, Circle, Square, Triangle, X, Circle, Square, Triangle. Get this one right and you will warp to the next level.

BONUS CHARACTERS AND LEVELS: Complete the game on any difficulty setting. After the credits you will fight two new characters in a new arena, including Horny here. Beat them to unlock them both in multiplayer.

REALLY STUCK

Absolutely stumped on a game? Ridiculed by your mates? There is hope: The Computer And Video Games tips helpline.

0906 906 0149

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantee to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

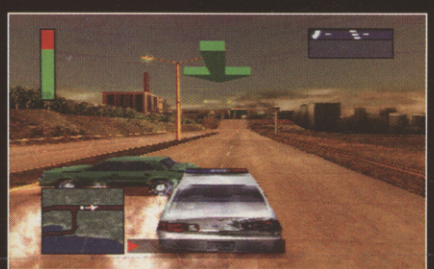
WORLD'S SCARIEST POLICE CHASES

The law will rule with these cheats:

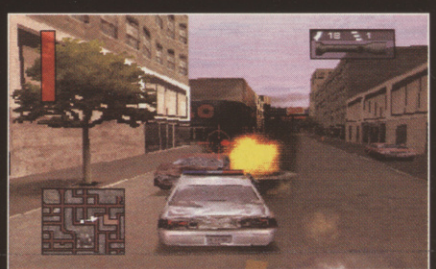
BONUSES: At the main menu press Left, Right, L1, R1, Circle, Square, R2, L2. Correct entry will be confirmed with a noise.

LEVEL SELECT: At the main menu, press Down, Up, Left, Right, X, Triangle, Circle, Square. Listen for the confirmation noise then start selecting levels.

STARTING LOCATIONS: At the main menu, press Down, Up, L2, L1, X, Triangle, R2, R1. This will give you access to all the starting locations in Patrol mode.



Jump to any level you like in an instant



Earn all the bonus stuff by, um, cheating

DO YOU ROCK AT GAMES? THEN TAKE THE CVG CHALLENGE

You may think you are your local games lord, but how can you be sure? This is how. Simply pick one of the challenges below and send us your best result (take a photo of the winning screen as evidence). We'll publish the top five next month.

NEW CHALLENGES THIS MONTH: Each month we will set three new challenges as well as sometimes updating existing leagues.

GRAN TURISMO 2 (PSONE)
Show us your fastest complete time on the Seattle course. Go backwards or forwards in the car of your choice – it's up to you.

CRAZY TAXI 2 (DC)
For this challenge we want to see how far you can jump in the Crazy Pyramid box challenges. You know what to do.

DAYTONA USA 2001 (DC)
Fastest course time on the awesome Dinosaur Park course. Again, you can use any car you like for this one.

LAST MONTH'S RESULTS: Three winners will each receive a limited edition T-shirt as well as three months' worth of everyone's favourite mag.

SONIC ADVENTURE 2

1	02.02.20	Greg Watson
2	02.03.86	Helen Harold
3	02.03.86	Super Sonic
4	02.08.22	Kev Jimot
5	02.13.60	Steven Elliot

WORLD IS NOT ENOUGH

1	2.14	Ali Halmu
2	2.16	Rich Parker
3	2.21	Richard Wait
4	2.23	Keith P
5	2.24	Kos Dimitriou

GRAN TURISMO 3

1	2.37.378	Simon Smith
2	2.39.456	Jon Brown
3	2.46.909	Pete Thomas
4	2.48.763	Mike Talah
5	2.59.400	John Heels

HOW TO ENTER:
Take a photo or screenshot of the screen showing your score. Write your name, address and score on a piece of paper. Send your entry with a recent pic of yourself to the usual address, marked: CVG Challenge, or scan your pics and email: barny_zoeller@dennis.co.uk

CHALLENGE CVG
BEAT US AND BOAST

You have the unique opportunity to play us at our own game. Follow the rules below and come see how good you are or how bad we are.

CHALLENGE 1

Game: Quake 3
Formats: PC/Mac
Rules: Highest frag counts get on the league table.
To take part: Log on to our server called CVG House of Pain [ip 192.168.0.1 or 62.49.226.118] between 4-8pm on Monday 24th September.

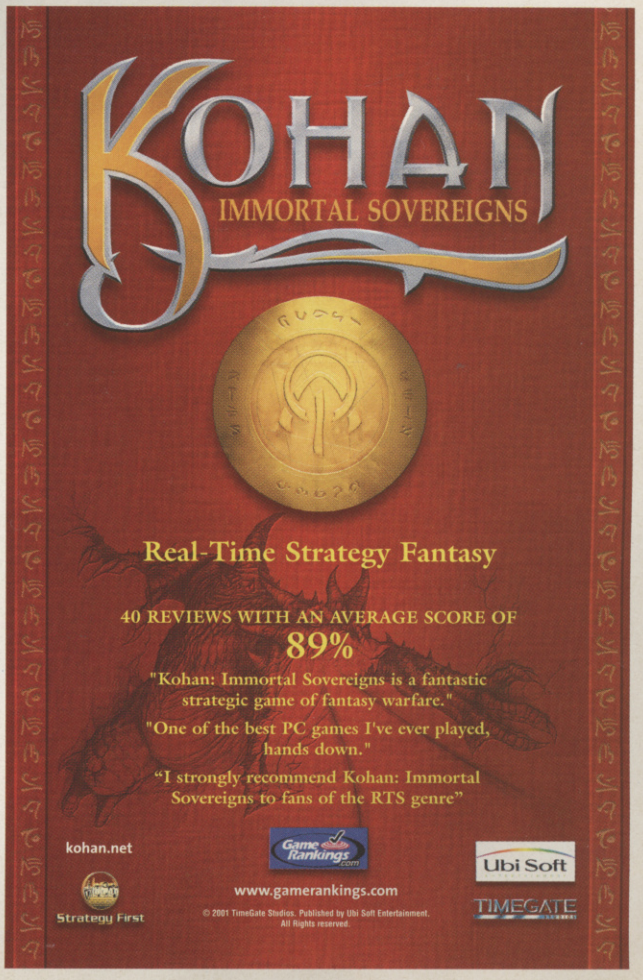
CHALLENGE 2

Games: Wacky Racers/Outtrigger/Super Mario Advance
Formats: PS2/DC/GBA
Rules: Beat us as we go along
To take part: Send your name and contact details to the usual address. Or e-mail barny_zoeller@dennis.co.uk

Waiting in the wings are 20 wimps who reckon they can have us. If you are one of the dudes, drop us a line to back up your words with action or you can have us hunting you down in one of the two days we've prepared to back up your words with action. We invite you to our dungeon where we will slay you in a brutal fashion. Come on wimps.

We rock at shoot 'em ups so be warned human intruder

We're real good at wacky racers ha ha know what I mean? No? Oh, well



GAME: FINAL FANTASY X **FORMAT:** PS2 **COST:** £49 TBC **OUT:** 2002 **PLAYERS:** 1 **DEVELOPER:** SQUARE **PUB** HE

UBLISHER: SONY

Words and Screenshots: Lee Skittrell

Forget saving for next year's holidays – all you need is £40 and a PS2 and you'll be in RPG paradise for a whole year

...ERY

Tan already fading after your mad week in Spain? Brain still sore from a fortnight-long party in Aiya Napa? Wherever you chose to take your holiday this year, chances are the next one can't come quick enough. But how about branching out next year and trying something a bit different? We've just discovered a package deal to make the wench in your local Lunn Poly fall off her chair. On this fantasy island we promise you sun-kissed beaches, steamy tropical rainforests, extreme sports activities, high adventure and even a spot of romance. This ultimate vacation is yours for the price of a PS2 and copy of Final Fantasy X. The world of Spira awaits and with it, the journey of a lifetime.

THE DADDY RETURNS

The arrival of Final Fantasy X on PS2 is like the biggest, toughest kid on the estate coming back from a long stretch in juvenile detention to sort out all the upstart PS2 RPGs trying to muscle in on his patch while he was away.

Any new Final Fantasy hitting the shops is an event in itself, but the eyes of the entire gaming world have been on the tenth instalment in the saga. Final Fantasy X is one of the truly next generation PS2 titles, and is an exceptional example of what PS2 is really capable of with the time, money and creative genius of a company like Square behind it. Place it on the shelf next to any other PS2 game – bar a very select few – and see your other games hang their sorry heads in shame. Final Fantasy X is lord of all it surveys, King of the Hill and it will rule your world.

LONG AND HARD

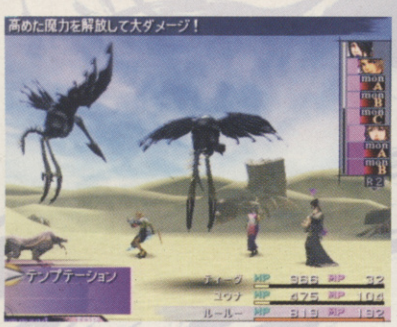
Providing you have the RPG inclination that is. The FF games have always been niche titles that just happened to sell well. How many of the players who forked out their cash for FFVIII actually got past the epic second-disc Garden battle before trekking to the local games exchange?

FF fans rejoice! The Cactaur is back and this time he's on your side as Lulu's weapon

control over what's going on on-screen. With random turn-based battles causing trigger fingers to get itchy and some of the most hardcore stats and power-up systems ever devised, some players might wonder just how the Final Fantasy games ever became so legendary. There's little middle ground with Final Fantasy: you either love it or hate it.

GOOD TO TALK

In the hope of opening up the gap between adoration and bile-filled hatred, FFX wants to fix the elements of play from previous games that were less popular



The beautiful Yuna is on a quest to learn the ways of an ancient summoner. Come on love, giz a smile

It'll take more than a pellet of bicarb to make these desert-dwelling birds explode

Even the simplest low level spells look the nuts with beautiful effects to love you up

Top beast-on-beast action as Kimahri knocks the offal out of this pasty Hellcat

How many players could be arsed to battle through the tedium of Gargan Roo and Fossil Roo in FFIX

By anyone's reckoning, 40-60 hours of gameplay is a big load to swallow and for more impatient players, the Final Fantasy games are the Dark Side of console gaming. For action heads there was little thrill in sitting reading text bubbles for ten minutes at a time, and very little point in those delicious-looking Guardian Force attacks if you have no

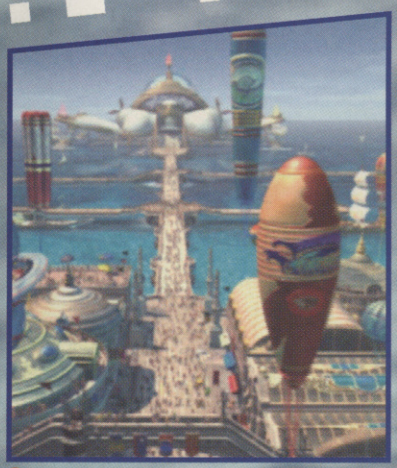
with the casual RPG player, while still remaining true to the spirit of the series for the die-hard fan.

The first key difference, aside from the belly-smacking 3D visuals of course, is that characters are now voice-acted. Start a conversation with a local and more often than not the camera will switch Shenmue style and your on-screen buddies will natter away happily to

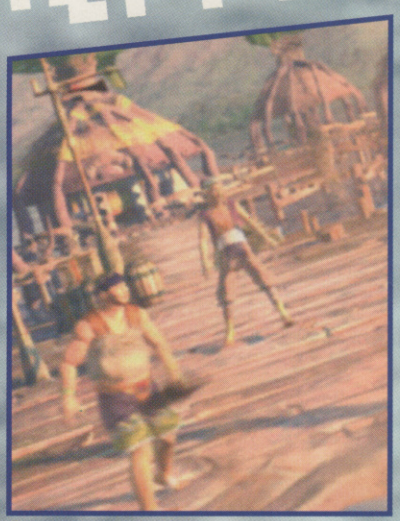
You get to play Blitzball loads in the game but it takes a while to grasp the rules

BETTER THAN THE MOVIE!

Ever since Final Fantasy VII, CGI sequences have been used as rewards for beating tough sections and for ramming home the storyline. And the movies in FFX will blow a Blitzball shaped hole right through you. The DVD quality, Dolby surround sound CGI sequences in the game are hands-down brighter, bolder and more spectacular than anything seen in The Spirits Within at the flicks. Get a big TV, turn up the sound and get ready to leak fluids.



Hot air balloons in Ruka town look spesh



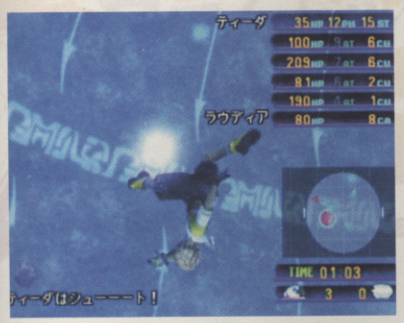
Sin's on the war-path and wrecks the town

The gauge in the top right shows you the order of attacks so you can plan your moves

each other. The gently swooping camera in these scenes, along with the incredible attention to facial detail when characters speak, makes an enormous – and very welcome – difference to the overall feel of the game. It's a far more cinematic experience. It's much more believable and a whole world away from those grim looking grey speech bubbles popping up everywhere on PSone.

CREATE A DIALOGUE

The effect of these new dialogue scenes is so great that, even being idiots at Japanese, we were able to sit transfixed



Blitzball is turn-based and even more stats-heavy than many of the battles!

at the story as it unfolded hour after hour. We watched as Tidus and Yuna learned to trust each other gradually, and sat in open-mouthed wonder as the mystery of Sin deepened. If we got into the story this much without truly appreciating what was going on, we can only imagine how we'll be

sucked into the world of Spira when Tidus and co are rabbiting away in English. Here's hoping they don't muck up the US voice-acting, Resident Evil-style.

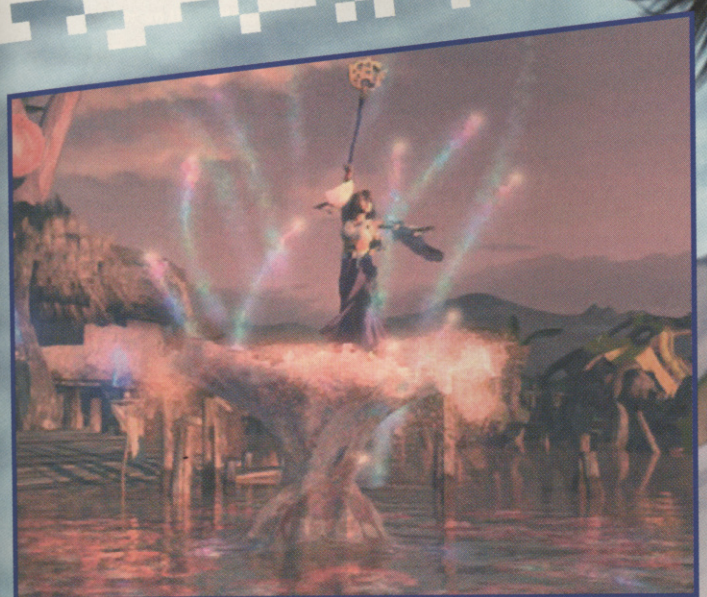
BALL (ROOM) BLITZ

The basics of the story are clear. The game starts with Spira's equivalent of David Beckham – a bloke called Tidus – getting ready for a Blitzball match. He gets sucked into a strange vortex caused by the mysterious Sin creature and emerges lost and disoriented on the other side. He soon meets with Yuna and her guardians and joins her quest to extract and tame the most extreme summon demons in the world of Spira, ready for the ultimate battle with Sin.

Simple enough at first then, but this being Final Fantasy everything's a bit topsy-turvy and before long there's a whole bucket-load of weird being slopped about the place. Tidus seems to be sucked 1,000 years into the future for one thing and has regular visions of a strange shrunken child. Trusted guard Auron has something to

It wouldn't be a Final Fantasy without a 'will-they, won't-they' love story sub-plot

do with the reappearance of Sin for another. Flashbacks occur throughout the story, unravelling a little more plot each time, answering some questions and posing many more. The lip-synching may be a little off in places, but otherwise it's a visually stirring story that manages to raise the hairs on the back of your neck, language barrier or not.



Yuna sets the souls of the dead free in the heartbreaking funeral sequence

HANDFUL OF HEROES

Seven lead characters and a whole cast of supporting actors help make FFX the cinematic wonder it is. Unusually for Final Fantasy, you meet all of your teammates in the first few hours of play, which gives you plenty of time to really get to grips with each troubled soul and discover their strengths before the action really hots up later.

TIDUS

This blonde-haired pretty boy is the main hero of the game and the character you'll be spending most time with. So you'd best get used to his crazy yellow jacket right now. Being a Blitzball star means Tidus is the David Beckham of Spira. But as his father was also a great Blitzball player he feels he's got too much to live up to. Tidus isn't a magic user but is fairly tasty with a sword and extremely effective against agile opponents.

YUNA

A single-minded lass, Yuna is a descendant of the great summoner Blaska. She's on a mission to seek out and acquire the most extreme summon demons in Spira and much of the game sees her continuing this training. She wants to use her summoning skills to defeat Sin for good. Yuna has weak physical attacks but her summoning and healing abilities are out of this world.

WAKKA

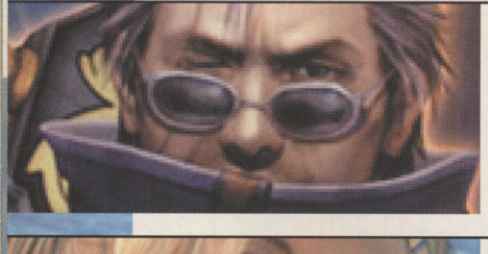
If Tidus is Spira's David Beckham, then Wakka is Spira's Alex Ferguson as he's coach of the Auraka Blitzball team and also has a magic touch. Crazy quiff, crazy guy. Bit of a comedian. Wakka takes Tidus under his wing after he's washed up on a beach. He has also been given the task of protecting Yuna in her summoner training. His weapon is a blitzball that he can imbue with various status change attacks like blindness and petrify.

LULU

A close friend of Wakka's and another of Yuna's guardians, you're not going to hear Lulu ever scream "Weeeeell – you know you make me wanna shout!" You will see her attacking enemies with a collection of toys from previous FF games though, including a stuffed Moogle and a Cactaur doll. Lulu is the black magic user of the group, tearing through enemies with pad-rumbling spells.

KIMAHRI RONSO

He's a beast-man and he's blue. Kimahri is a member of the reclusive tribe called the Ronso and he has protected Yuna since her youth, though no-one knows why. Kimahri is wary of Tidus and welcomes any chance to bash him about. This beast can extract and learn enemy skills during battle, making him a powerful all-round fighter.

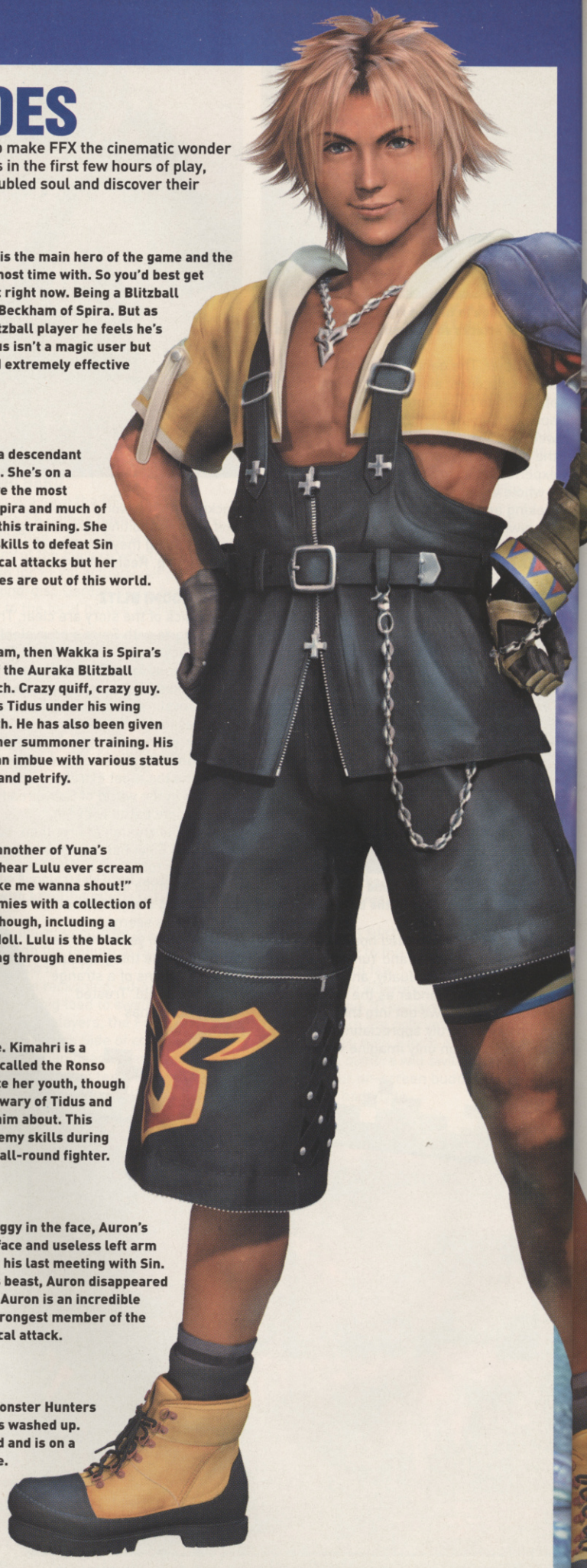


AURON

Greying at the temples and craggy in the face, Auron's knocking on a bit. His scarred face and useless left arm are the proud battle wounds of his last meeting with Sin. After defeating the mysterious beast, Auron disappeared for ten years only to reappear. Auron is an incredible swordsman and is easily the strongest member of the team, with the strongest physical attack.

RIKKU

Minxy Rikku and her gang of Monster Hunters help rescue Tidus when he gets washed up. She's one of the last of her kind and is on a mission to help revive her tribe. Rikku is a real tech-head and is best pitched against mechanical enemies. She can also steal items from foes.



FINALLY 3D

Visually, the game is an open assault on your senses, bombarding your eyes with the most intense battle animations you've seen in ages as giant fire-breathing demons are called forth from the earth, or as you twat your foe with your sword in a flurry of sparks and ripped flesh. And it's not just the battles that look awesome. As you wander around the game world you'll find your jaw slackening and your bowels loosening at the sheer beauty of the sights on show.

Gone are the days of tasty but pre-rendered, mostly static backdrops, and in comes the new era of fully 3D environments with a camera that whooshes and swoops as you explore. The backdrops and game environments look so good that your brain can hardly comprehend that they're appearing on the same machine as Ephemeral Fantasia's crazy jaggy edges or Evergrace's muddy palette of doom.

The varied environments all look swish

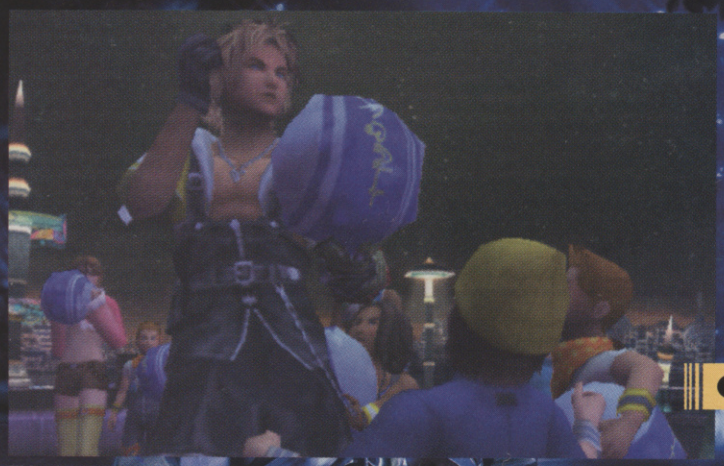
Yes! Chocobos return – and you ride them

The voice acting really adds drama to the lush cutscenes

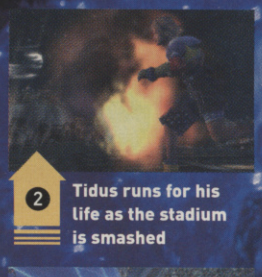
MAKE A FRESH START

Every RPG fan and his Chocobo knows that each Final Fantasy game is set on a different world. But what stays the same in every new addition to the series is the incredible way you're drawn into the epic story right from the off.

The opening section of Final Fantasy X is like something out of Blade Runner, with images broadcast on skyscrapers and cyber-punk kids wanting Tidus to sign their blitzballs. It's not long though before things start getting weird and Tidus is soon sucked into a gaping vortex in the sky, just as you are sucked into the incredible saga soon after.



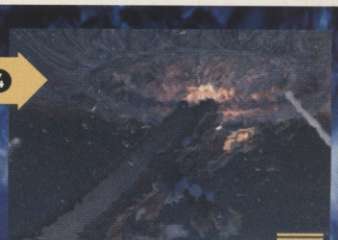
Tidus is a star on the Blitzball scene and the kids want his autograph



1 The match begins but a monster attack stops play

2 Tidus runs for his life as the stadium is smashed

3 Hanging on for life, Auron helps Tidus to safety



4 Or does he? Somehow Auron has a hand in this destruction

5 But too late now as first Auron then Tidus are sucked into the void!

FLUID FIGHTS

The polygon-heavy battle screen graphics of the PSone FF games occasionally jarred with the pre-rendered sections, but not so with FFX. Now transitions are swift, the screen shatters like a pane of glass and you're fighting in exactly the same environment you left just seconds ago.

There are no more generic backdrops and it all creates a fantastic, fluid feel to the action that should make even the most anti-Final Fantasy player approve. As for hardcore fans, expect your brain to rupture with the sheer greatness of it all – and consider a ruptured brain a small price to pay.

Exploring the market at Ruka is one of the many highs

Stand by your Moogle! Lulu's weapons are like a catalogue of past FF favourites

BRAND NEW BATTLES

The battles have also had an overhaul to make them more accessible. Three characters appear on screen at any one time during a fight, but now you can switch between the seven party members during the middle of a fight. So you could have a heavy-hitting squad made up of Tidus, Kimahri and Auron as your standard set-up, and switch mid-fight to

SUCK THESE SPHERES!

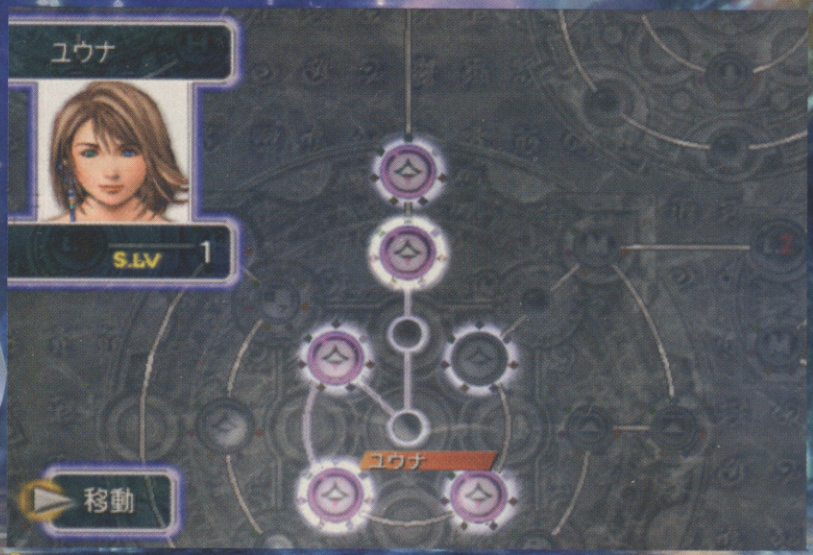
It wouldn't be Final Fantasy without some kind of mind-boggling power-up system, and FFX has something called the Sphere Board to keep stat-heads happy. It's the part of the game that will destroy your mind the most, just as Materia did in FFVII and Junctioning did in FFVIII. By comparison, the skill-extracting from weapons in FFIX was a breeze.

The basic idea of the Sphere Board works a bit like a giant board game with all seven playable characters starting at certain points on the board. As you fight monsters you win Spheres and Sphere Level points. Characters no longer level-up in the traditional way of simply winning battle after battle. Instead you have to use the Sphere Points to move around the board and place the Spheres themselves into corresponding sockets.

From what we can work out, different holes represent different types of Sphere and therefore relate to a different type of skill. By working your way around the board you get to choose which character learns which skill when. So you could set your Spheres early to learn the Escape command, or hold out for more points to get that awesome Thundaga spell.

It seems that other characters can also pass over team-mates' Spheres and trade and exchange skills, making for a mind-blowing number of possibilities. The intricacies of the Sphere Board will be feeling our deepest probe as soon as we see an English language version.

Collect Orbs in battle and make sure you regularly visit the Sphere Board to place them



Get the combination of orbs right and you will learn new skills and power yourself up with status change effects. It's complex but seriously cool

Tidus often gets over-excited and his Japanese voice-over goes all squeaky

Here's Yuna's first summon, the magic-wielding winged Valfore, getting ready to unleash his Over Drive move

dark magician Lulu if presented with a beast that's only weak against magic attacks. It makes battles easier, but also much fairer, and we know which way we'd rather have it.

Also, for the first time since FFVI you can change weapons during battle and, again, this can really even up the odds in tactical fights against monsters immune to certain attacks. Creatures you summon to do battle for you are now far more interactive than before. This time you actually get to control them as another character with complex sets of moves and commands all of their own.

Limit Break attacks reappear as Over Drive moves that are only available after you've taken a few hits. There are loads of different Over Drives and each one requires you to mash buttons, rhythm-action style, to do the most damage.

FINAL FANTASY FOR ALL

Final Fantasy X was always going to be a jewel in PS2's game line-up but we doubt anyone will be prepared for quite how brightly it will shine in our previously dull lives. Obviously, fans of the saga will be uncontrollable when they get their hands around the controller but there's also far more appeal for the non-RPG player.

The trickiest aspect of this instalment looks set to be FFX's equivalent of Junctioning, the Sphere Board. But to put it into perspective: even though we can't read Japanese and couldn't use it properly, it still didn't hamper our progress. It seems like it's there for the hardcore player to tinker with but not absolutely essential to play. Yet another example of the thought they've put into making this the Final Fantasy all gamers are gonna love.

CVG RECKONS

It will clearly be heaven for Final Fantasy nuts and it's great to see the extra features to help lure new fans into this incredible gaming trap. We'll be doing regular updates as a UK release for this ultimate journey in console adventuring draws closer, but even now we already know if any PS2 game is going to see off competition from Xbox and GameCube wannabes, this'll be it.

And as for other PS2 adventures – forget it. We've seen what a PS2 RPG should really be about and now there's no excuse for releasing sloppy pap any more. FF10 is raising the standard by a whacking great margin. Let's see the others try to catch up.

Button bash! Each warrior's Over Drive move is different

Thunderhawk
OPERATION PHOENIX

the **ultimate** flying machine

Thunderhawk is the most advanced military helicopter in the world. At 0-60 in 0.26 seconds and fully customised body armour, this machine can be flown through the most treacherous conditions known to man. The new **Thunderhawk** comes with a free co-pilot and all the latest in weapon technology. Take a fly for £39.99 and be prepared for some serious fun. (Air conditioning is not standard)!

For more info visit **www.thunderhawkgame.com**

Real Pictures taken during test flight.

CORE

PlayStation.2

EIDOS INTERACTIVE
eidos.com

Thunderhawk © Core Design Limited 2001.Published by Eidos Interactive Limited. Thunderhawk is a Trademark of Core Design Limited .All Rights Reserved. " " and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

And you thought your Sex life was private.

Do you really want your sex life to be a spectator sport?

In the red corner: your mates and hers, winding you up. In the blue corner: your parents and hers, threatening surgery.

And in the middle: you. With enough pressure in your pants to run a power station. And enough on your back to crush a bus.

With all this going on, is it any wonder so many of us rush into sex and screw it up?

So relax. Do it when you decide you're ready – not someone else. And don't take too much notice of what your mates SAY they do.

Most girls don't have full sex until they're at least seventeen (many wait a lot longer). And the average gap between a first kiss and full intercourse isn't ten seconds – it's actually several years (some snogging session).

So take your time. You'll enjoy it more. She'll enjoy it more.

And, when that happens, you'll both find it a whole lot easier to forget about everyone else.

sex

Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential.

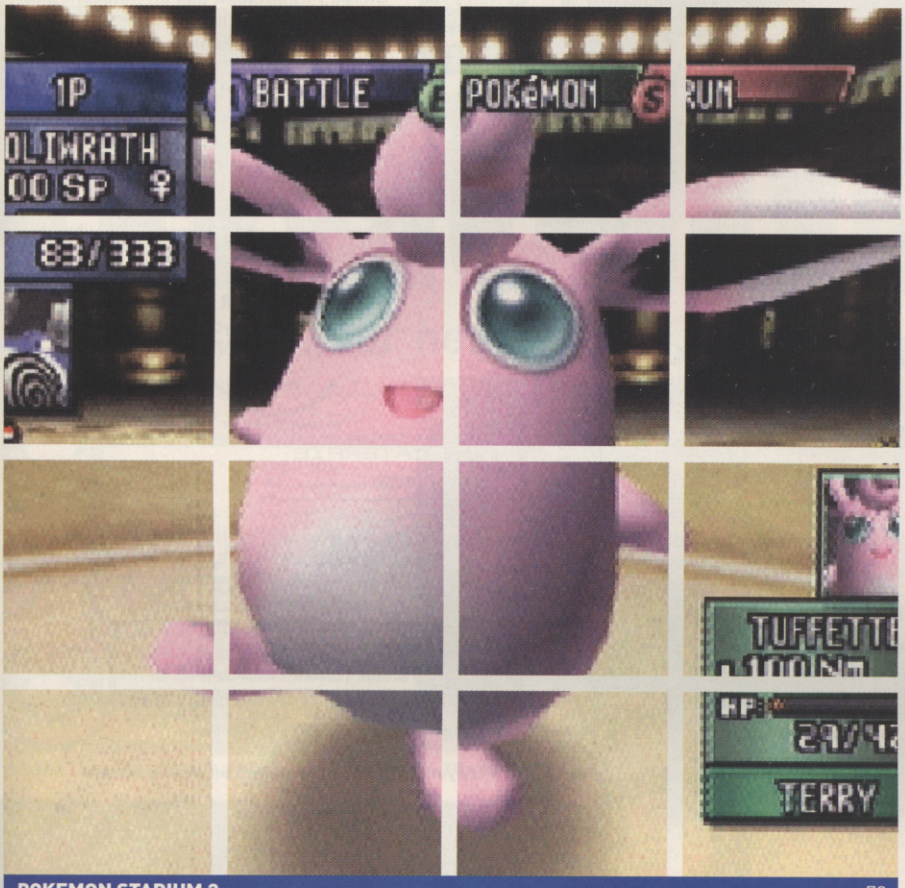
Textphone (for people with hearing impairments) 0800 328 1651.

WHAT THE SCORES MEAN

1 – Argh, it stinks!
2 – Abysmal
3 – Sucks a fat one
4 – Pretty dire
5 – Very average
6 – Hmm, could be for you
7 – Pretty tasty
8 – Very good
9 – Essential
10 – An unmissable belter that defines the genre

Reviews

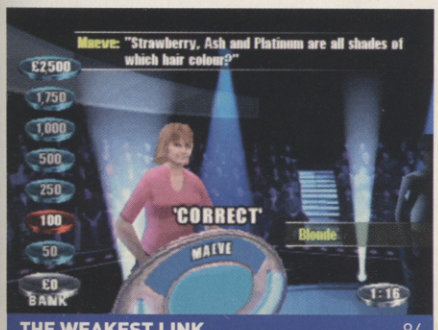
Sorting the pleasure from the pain in the arse



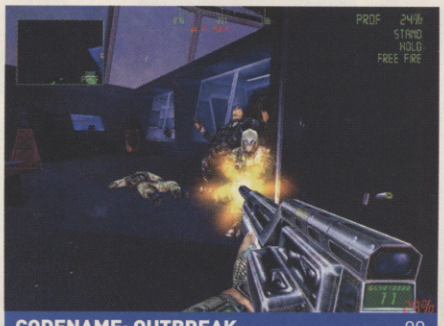
POKEMON STADIUM 2 78

MARIO KART SUPER CIRCUIT 104

TWISTED METAL BLACK 82



THE WEAKEST LINK 84



CODENAME: OUTBREAK 90

MX 2002 95

PLAYSTATION 2

Twisted Metal Black	82
Alex Ferguson's Player Manager 2001	85
Victorious Boxers	85
Age Of Empires 2	92
This Is Football 2002	92
MX 2002 Featuring Ricky Charmichael	95
Spy Hunter 3D	96
World Championship Snooker 2002	97
Project Eden	98
Thunderhawk Operation Phoenix	99
NHL 2002	100

NINTENDO 64

Pokemon Stadium 2	78

DREAMCAST

Headhunter	88

PSONE

The Weakest Link	84
The Italian Job	86
Hot Wheels: Extreme Racing	100

PC

Codename: Outbreak	90
Project Eden	98
Mystery Of The Druids	100
Spider-Man	100

GAME BOY ADVANCE

Mario Kart Super Circuit	104
Atlantis: The Lost Empire	107
LEGO Island 2	107
Iridion 3D	108
Pitfall: The Mayan Adventure	108
Earthworm Jim	109

GAME BOY COLOR

Zelda: Oracle of Ages/Seasons	106
Micro Maniacs	108

Stare at those little critters on a screen bigger than your big toe nail for once

BIGGER IS BETTER

This is the moment. You've probably caught more than a hundred Pokemon by now, finished the game, snagged all eight gym badges and trapped Ho-Oh and Lugia. Now, more than anything else in the world, you simply want to see all the awesome new Pokemon in eye-bulgingly animated 3D. And you won't be disappointed...

Up close they look awesome

Unleash incredible attacks

It's like Gladiator with nutty monsters

More high tension than Jordan's bra strap. Life meters blinking blood red, two fighters on their knees, who has the Poke-balls to deliver the killer blow?

CVG FACT

Rare 251st Pokemon Celebi is hiding somewhere in the game. To find him you have to win all Cup and Gym competitions including the secret Rival Cup to unlock Round 2

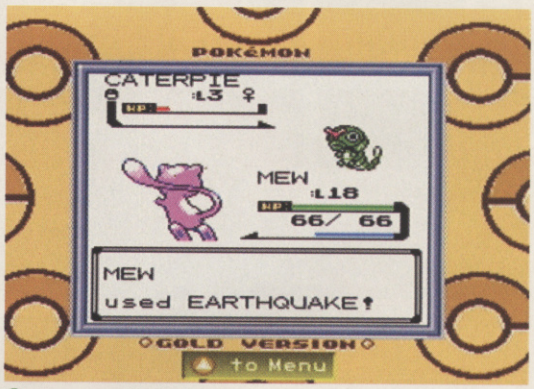
COST: **£49.99**
OUT: **OCT 19**
PLAYERS: **1-4**
DEVELOPER: **NINTENDO**
PUBLISHER: **NINTENDO**

Pokemon is bad. It's official. Forget all the wars raging in the world and all the lunacy of this freaky planet – the root of all evil is Pokemon. Saudi Arabia has actually decided to ban the game. Clefairy might look like an innocent pink blob with a cute kiss-curl to us, but to the Saudi politicians he is the quivering blancmange heart of Beelzebub himself.

What a complete crock of cack, you might say, and you'd be right. Pokemon is fun, cool and addictive. It has survived this long not because the devil is hiding in Wobuffet's bum fluff, but because playing it gives you a smile wider than the English Channel. You can't escape it, so why not learn to love it?

GOLD AND SILVER

From the minute you open the box you can see this is prime Nintendo-ware. The



Play your GBC Pokemon games on the big screen

A poor little Clefable takes the pain. But by the look of the stats

Pokemon Stadium 2

Gladiator, eat your heart out

cartridge is a fetching gold and silver two-tone to tie in with the fact that Stadium 2 is essentially an upgrade to the first game that allows you to use your captured Pokemon from the handheld Gold and Silver games. What's more, it's even compatible with the forthcoming Pokemon Crystal GBC cart. How's that for future proofing?

Basic gameplay is exactly the same as Stadium 1. Either use your own Pokemon or the cart's Rental Pokemon to fight glorious 3D battles in a series of cups and tournaments either against the CPU or against up to three of your mates. There are loads of secrets to discover which expand the game even further.

The World Map is a nice touch

there's some way left to go with this fight

MIND GAMES

You're probably wondering exactly what else Stadium 2 has to offer to make it worth your while cashing in your old version of the game and forking out the extra dosh.

Cast your mind back to Stadium 1. Remember how good it felt to see ickle Pikachu on the big screen for the first time. How stonking it was to battle your mates using your home-grown Pokemon champions in such a vibrant and colourful environment. Now imagine that warm, fuzzy sensation of deep joy cranked up and intensified to almost painful levels of bliss and you'll have an idea just how much better Stadium 2 is.

Quite simply it looks more polished in every department. The character anition is marming and adorable than ever, tion backgrounds are dazzling, and the new menu screens are good enough to lick.

BRAINIER TRAINERS

The best thing about Stadium 2 is always going to be the battling, but there are some impressive extras also included. Earl's Pokemon academy is an astoundingly complete resource for all aspects of Poke-knowledge. Divided up into Classroom and Library sections, Earl's Academy has every single Pokemon fact ever known. The Classroom covers the more interactive side of battle strategy, with the opportunity to take Pokemon tests and practise against other students. The Library is the sort of comprehensive facility that will make fact-hungry Pokemaniacs weep with joy. Learn all you need to know about the 251 Pokemon superstars and gorge yourself on diagrams and charts until your eyes pop and your brain explodes.

WEIRD SCIENCE

Professor Oak's Laboratory featured in the first Stadium game, but like everything else on Stadium 2 it's been revamped and enhanced. Oak has added a few more gadgets with the proceeds from all his

Gloom's personal habits have clearly not improved since Stadium 1

You win toys in the GBC games as trophies

And you thought Anne Robinson was the scariest woman on TV

MINI ME

The Kids Club games in Stadium 1 were hilarious opportunities to see the likes of Pikachu and Lickitung in weird 'n' wacky scenarios. Stadium 2 attempts to repeat the process though it doesn't work quite as well as before. It's hard to put a finger on it but the sub-games here just seem to lack the imagination of before. Here are three of the better ones.

Is it so wrong to enjoy the sight of Pikachu getting electrocuted?

Pinsirs and Scyther join George Bush's deforestation campaign

Hitmontops spin on their heads and bash each other's brains out

lucrative Pokemon lecture tours, most notably the all-singing, all-dancing Pokedex. It may just be a simple computer but it's like sweet manna from heaven to those who like to spend hours gazing at their orderly lists of Pokemon.

Each entry in the Pokedex is beautifully animated and really conveys the strange personalities of these bizarre creatures. In order to use it you'll need to have the Transfer Pak that was provided with Stadium 1 so you can transfer your Pokemon across from a Game Boy Color cart. Too bad Nintendo didn't include one free this time around as well.

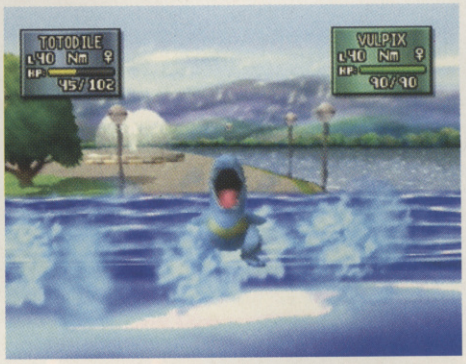
DON'T PUSH IT

With Stadium 2 likely to be the last Pokemon game on the N64, it's time to move on for Nintendo. Stadium 2 is the best battle game of its type and the coolest way on earth to show off your hand-reared Pokemon. However, what we really want to see next on the GameCube is a fully fledged Pokemon adventure game that focuses on the immersive RPG elements of the Game Boy Color releases. Something like Zelda or Mario but starring Pokemon would not only float our boat but flood our pants along with it.

Much more than just a sequel, Stadium 2 is such an improvement on the original that we can't get too cheesed off by the lack of a Transfer Pak. But as much as we love Stadium, and no matter how much we think it rocks like Chansey's egg in a crosswind, it's time for

Professor Oak's Pokedex contains a wealth of wonders

Multiplayer mayhem ensues in the Event Battles



Random L40 Pokemon fight in Battle Now mode

CVG RECKONS

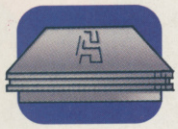
The faithful should snap this up. Pika-haters should plan moving to another planet.
Maura

8

If you like this try these...
Super Smash Brothers (N64)

Twisted Metal

"When I tap the dashboard with my pen, destroy the Escort in front"



COST: **£39.99**
OUT: **NOV 30**
PLAYERS: **1-4**
DEVELOPER: **INCOGNITO STUDIOS**
PUBLISHER: **SONY**

Cars and big explosions are two ingredients guaranteed to raise a smile on the face of the average gamer. Twisted Metal Black, then, should have you lot grinning like dirty old men at a peep show, seeing as it has both in abundance. But it also has something most other car blasters don't – a story. OK, it serves as nothing more than to give reason to the game's wanton destruction, but the cutscenes that carry the plot do look *very* good.

GET IN THE RING

Twisted Metal Black takes the classic motor massacre gameplay of the previous games and slaps on a lick of PS2 gloss. The result is a great-looking, if slightly dark, road wars game that's bursting with action, tooled-up cars and very cleverly designed levels.

Bigger, better, faster, more. This generally sums up what Twisted Metal

On some of the later levels like the skyscrapers, it's all too easy to lose precious lives by falling off rooftops

Doesn't matter if you're fighting alone or with a mate, killing is still the aim

Boom! Relax for one second and this will be your fate. Stay frosty and look for ou heal

CRASH 'N' BURN

Even if you've never played Twisted Metal before you'll soon be at home with the controls and handling of the cars. It really is arcade racing at its simplest, allowing you to completely focus on dishing out death and destruction in ever more convoluted ways.

In the multiplayer mode you can either go head-to-head with a mate or, if you want to put any differences aside, join forces in a co-operative battle against the other drivers. It's a total scream, not just because you're blasting the hell out of the enemy together, but also because you'll be arguing over who used the most continues!

Black

Lightning fries this sucker

One missile too many

Mr Whippy goes psycho

Black is all about compared to the previous games in the series. There's certainly more destruction, enough to satisfy any budding demolition expert. See that guy who's hiding behind a building? Don't bother going round, drive through then commit the sucker to a fiery grave with a salvo of missiles.

The same goes for almost every other obstacle scattered around the level, and what little you can't smash through invariably lends itself to being used as a ramp to gain access to new power-ups and extra weapons.

DESTRUCTIVE TENDENCIES

Twisted Metal packs a *load* of heat too. Standard shoot 'em up fare like machine guns and homing rockets are all here, but there are more skillful weapons which, when used correctly, are far more effective. Favourites include the satellite attack which rains down warheads onto helpless enemies, plus a special attack unique to each car and character.

Learning to effectively use each of the weapons is essential in the Story mode, where you can only progress by destroying every other vehicle. Getting the best out of each weapon gives you the edge in multiplayer too, and with practice you can eliminate a mate in seconds.

CVG FACT

John Doe is a nutter in Twisted Metal Black, but is also the name of the serial killer Kevin Spacey plays in the film Seven. Coincidence? Surely not...

DEATH BY ICE CREAM VAN

The levels are designed in such a way that you won't see everything they have to offer in the first battle. Some are compact arenas of death while others stretch on for miles, often hiding some very special secrets. Jump buildings and drop inside warehouses to find new vehicles, or nuke bits of scenery to kick-start explosive set-pieces that unlock new levels.

You don't get much time to explore though, as the other drivers are after your blood as eagerly as you're after theirs. They know what they're doing and put up a hard fight, so don't expect it to be plain sailing, especially against the bosses.

Use the recharge point to boost health

Graphically, Twisted Metal Black is adequate rather than gobsmacking. The cars look OK and the damage looks great but some of the explosions are a little weak and the unremittingly drab colour palette gets a little too much at times. We're talking death and destruction here, not waltzing through flowery meadows, but the odd diversion off the well-beaten monochrome track would be welcome.

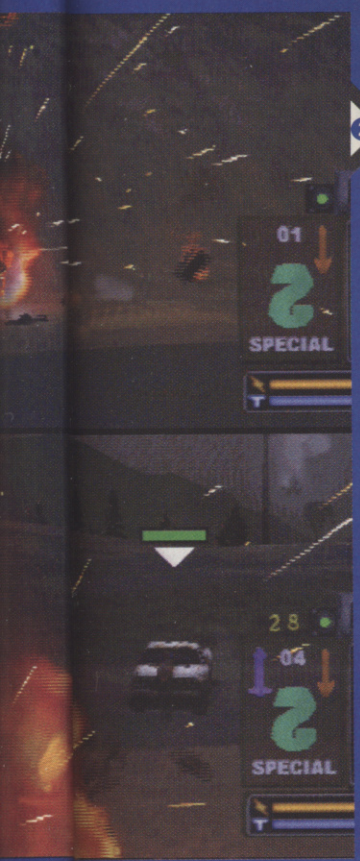
That aside, if you're the destructive type, you're going to love Twisted Metal Black. It's a welcome return to form for a popular series and one which makes good use of its new, plusher home, especially when played in multiplayer.

CVG RECKONS

A destructive riot of fun in both single and multiplayer. A total blast, even though it looks a bit dull. **Dan T**

7

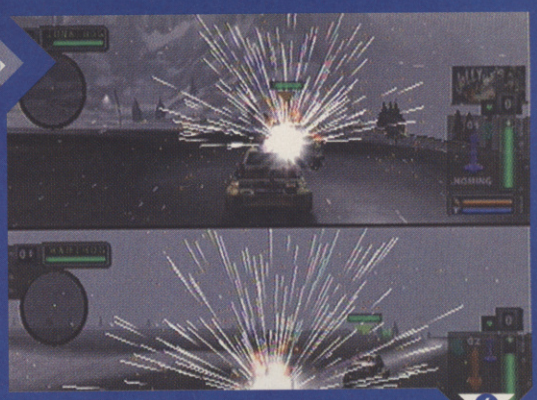
If you like this try these...
Vigilante 8: 2nd Offence (PS1)



health bonuses

Enemies are smart and often attack in groups

Not the most impressive explosion given PS2's power



Each of the cars is driven by a character with a detailed history to help flesh the story out. Nice, but a bit pointless

Weapons vary from satellite strikes to crude swing-balls. Some of the specials are class, covering the enemy in fire

The Weakest Link

This *is* the Weakest Link. Goodbye

COST: **£24.99**
OUT: **SEPT 28**
PLAYERS: **1-7**
DEVELOPER: **TRAVELLERS TALES**
PUBLISHER: **ACTIVISION**

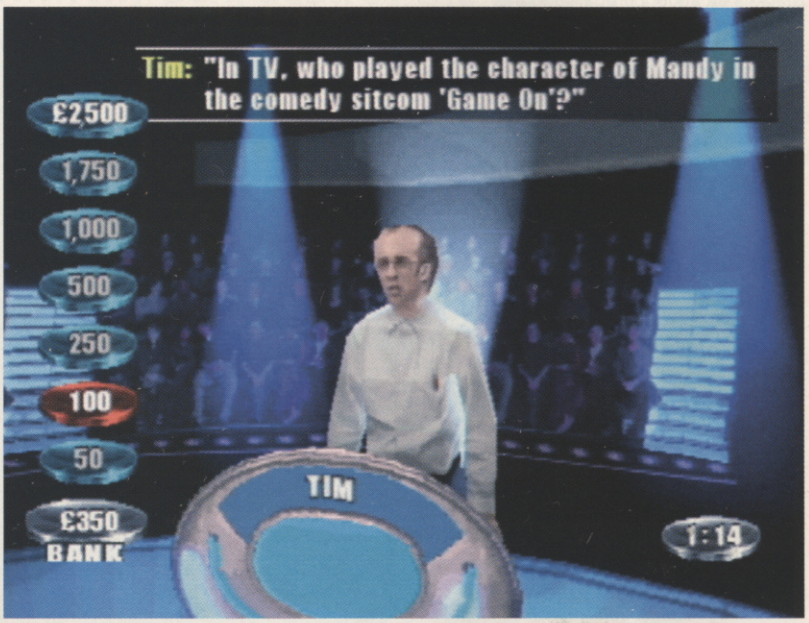
This year the traditional Christmas after-dinner games of Charades, Trivial Pursuit and hiding Grandad's colostomy bag in with your mum's frozen curries are in for some competition. Who Wants To Be A Millionaire 2 and now The Weakest Link are not going to allow a little thing like a total absence of gameplay get in the way of selling millions of copies and dominating Christmas afternoons usually set aside for the Bond movie. But hey, if it means not being forced to sit through The Sound Of Music again, then it's not all bad.

LIMITED GAMEPLAY

As there isn't really much that can be done with the gameplay of these TV quiz show games, most of the work goes on the presentation. Hence the seven polygon loons standing round a stage being ritually abused by the tyrant of the Quiz Show, Anne Robinson. Luckily, Anne always appears as a fully detailed FMV character, unlike the ugly polygon freaks who make up the contestants. Anyway, questions are asked, answers given, money won, money lost, money banked and one person every round voted off and abused by scary Anne.

CVG FACT

The French version's quizmaster looks like a plump Anne Robinson. Same haircut. Same specs. Same attitude. And there's loads of 'banque'-ing. Oo-er.



Just to frustrate you even more in one-player mode, the other players seem to get even the easiest questions wrong. Maybe they like being humiliated by Mistress Robinson

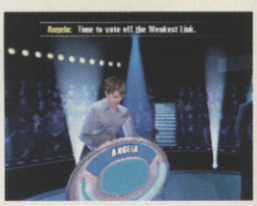
FRIENDS IN NEED

One-player is a bit sad: your score either gets ruined by some meathead who gets an easy question wrong at random, or you win and then realise that you don't get anything for it except abuse from Anne and a Game Over screen. Wa-bloody-hoo.

The only time this becomes even remotely playable is when you have more human players than computer ones, preferably all seven. Then the blindingly obvious lack of gameplay doesn't matter as it actually becomes a bit of laugh.

Yes, they will vote you off if you're rubbish

The glitz and glamour of the TV show captured



But unfortunately also the dim contestants

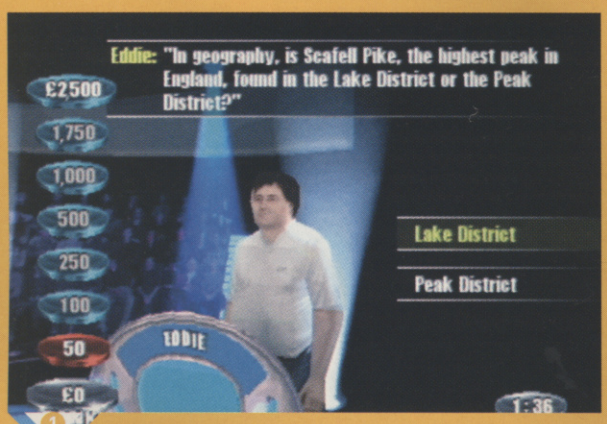
YOU ARE THE WEAKEST LINK

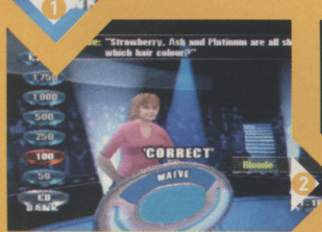
Let's get this straight – this style of game sucks, but sells loads because people who don't know games buy them. This is the kind of game your parents will buy, and that should say it all. We're sure it will fit right in with the Weakest Link book, fitness video and pencil case as a Christmas best-seller.

THE WALK OF SHAME

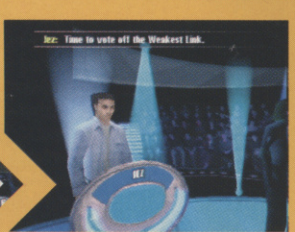
The redeeming feature is that after each round you get the chance to boot one of the other dimwits off, increasing your chance of taking the money (only it's not real money, of course). It's even more fun when most of the players are human as you can really humiliate a mate or your Aunty Vera who bought you that crap jumper.

C'mon Eddie, you look like a country bumpkin. You've got to know this





One down, five to go. Damn, she was right. Please, someone bank



No, this isn't a cash machine. No wonder Anne is always po-faced

CVG RECKONS

Stinky in solo, but scores a couple of points higher if all your mates are playing too. **Les Ellis**

4

If you like this try these...
Who Wants To Be A Millionaire (PSone, PC, DC)

The armpit of death move never failed

Training in front of a mirror – you don't get hurt

Not sure the RSPCA would approve of this

Victorious Boxers

A challenger for Knockout Kings' Heavyweight Boxing Game title

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **EMPIRE**
PUBLISHER: **EMPIRE**

Surely victory is yours. Trapped in the corner, your opponent's taking blow after blow. But wait. He's slipped behind you. Agghh, can't... turn... round... quickly... enough... Now he's smashing my head in. Dumbass control system, but never mind, you wouldn't have known how close he was to hitting the canvas anyway as there are no energy bars.

PUNCH DRUNK

The lack of energy bar is supposed to make you focus more on the fighter himself but just ends up stripping tension from the bouts as you can't easily tell how badly (or well) you are doing. You really have to persevere to get to grips with the awkward control system, and choosing between this and the pick-up-and-play of Knockout Kings – the result's a bit of a no-brainer for most players.

Underneath its flaws is a solid boxing game just struggling to get out. The fights look suitably bruising, there's the usual training and multiplayer modes adding to the longevity for those who go the distance, and to its credit it's trying to do something a bit different. It really isn't THAT bad: it just doesn't feel very rewarding to play.

CVG RECKONS

More slapsies at dawn than fists of fury, this is merely an average alternative to mainstream boxing. **Les**

6

If you like this try these...
Knockout Kings 2001 (PS2), Prince Naseem (PSone)

Alex Ferguson's Player Manager 2001

Fire Beckham, drop Owen – you're the boss

Replay the highlights and lowlights for guidance

Do well and the big boys will try and snap you up

"Right Owen, you score. Fowler, you're dropped"

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **ANCO SOFTWARE**
PUBLISHER: **3DO EUROPE**

If you're sick of watching French and Scottish managers winning all the silverware in the English Premiership, then this is your chance to train yourself up to break their monopoly.

WHO'S THE BOSS?

You can take control of just about any team you want to. You may prefer the easy life at Man Utd while others may choose to feel real pressure by taking a team of no-hopers from the lowest division up the ranks. Your duties include virtually everything a real manager has to do bar making illegal approaches to star players in a rival's squad. And if you don't want to micro-manage everything and just prefer to choose your team and fiddle with the tactics, you can assign all the boring jobs to staff and focus on the good stuff.

With a well-tasty 3D engine to handle the match action, this will be one of the first times you have ever wanted to actually watch a whole match in a management game to see how your actions affect everything, which adds no end of longevity. With the increased stat base for each player, you feel a lot more involved with your squad.

So many features, so much depth and a simple control interface – this is a footie sim that's more than just balancing numbers in tedious-looking stat charts. Looks like another trophy for the canny Scot.

Analyse your team's performance

CVG RECKONS

Stat-tastic without being too anoraky at the same time. Nae bad. **Les**

7

If you like this try these...
Championship Manager (PC)

ON A MISSION FROM PLOD

The first half of the game is spent motoring around swingin' Sixties London preparing for the big job

Each of the game's 15 missions has a set of simple objectives and the emphasis is on pure fun, making playing even the tougher missions a blast. Best of all the levels follow the plot of the movie as much as possible, with a mission to pick up 'Camp' Freddie outside King's Cross and one based on the Alpine coach-trundling of the final reel, constantly dodging PC Plod..

Then it's on to historic Turin to foul up the traffic and pull off the heist itself

And finally, the getaway. If nothing else, it'll make you want to watch the movie

The Italian Job

Mama Mia! It's just like Driver, but with a sense of humour

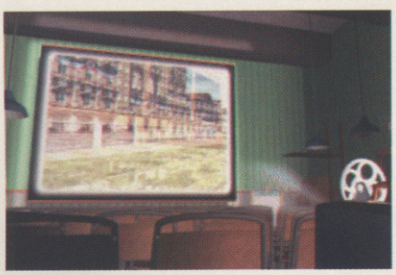
COST: **£29.99**
OUT: **OCTOBER 5**
PLAYERS: **1**
DEVELOPER: **PIXELOGIC**
PUBLISHER: **SCI**

Thirty odd years ago a young Michael Caine appeared in a British-made crime caper called The Italian Job. Not a lot of younger people know that, but movie-goers back then lapped it up.

And now Michael Caine has gone all saggy, PSone finally gives a new generation the chance to be him, bombing round London in stolen cars and driving a convoy of Minis around Turin. Yes!

Weave around the buses to shake the law

Hop into a van and take a tour of Turin



You even get the cool briefing room from the movie before each mission

BREAKING THE LAW

TIJ sees you breaking the laws of road safety in a bunch of linear missions telling the story of the ultimate robbery. You play Caine's character, Charlie Croker, and have to ferry gang members and steal all the equipment you'll need for the big heist, all the while avoiding the cops.

It's far less po-faced than the Driver games and has the real mad-cap feel of the movie it's based on. It's also packed with extras with Time Trial modes and mini games set all over the place, and even a special eight-player party mode where you and a bunch of mates take turns to complete mini-challenges in a Mario Party style game. Sounds weird for a racer, but it's fun. It's just a real shame there are no two-player split-screen games, as there's not a lot else wrong with TIJ. It looks basic for sure, and there's a bit of pop-up, but for a PSone game it's all you could ask for and far more enjoyable than some of the early PS2 racers have been.

CVG FACT

The Michael Caine voice in the game is actually provided by Stella Street comic and star impersonator Phil Cornwell

Awkward landings after spectacular jumps slow you down, letting cops pounce

If you've not seen the movie, go dig it out as the classic coach ending is still wicked

CVG RECKONS

Fans of the film and those who enjoyed the Driver games will love it. Could be PSone's last great racer. **Lee**

8

If you like this try these...
Driver (PSone,PC), GTA (PSone,PC)

PROTECT ME FROM MYSELF

"I have to visit LIVE 2001."
Martin, 28, DVD fanatic.

THE UK'S BIGGEST TECHNOLOGY AND HOME ENTERTAINMENT SHOW.
21-23 September NEC, Birmingham.

I want to be cosseted in sound dampened booths. I want to pick things up. I want to listen to stuff. I want to touch. I want to play on things for as long as I like and I don't want a bloke in a suit telling me off if I twiddle with knobs.

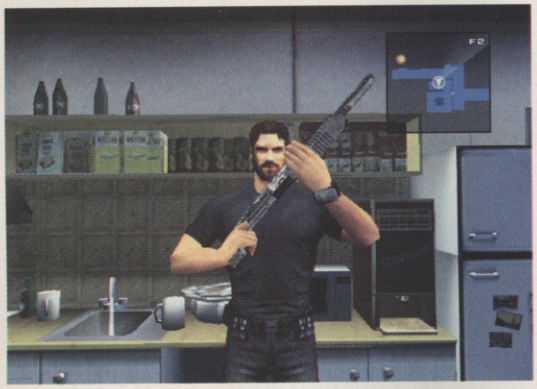
Call now: 0870 902 0444 **www.liveXpo.co.uk**

AUDIO • DVD • MP3 • DIGITAL • GAMES • INTERNET • MOBILE

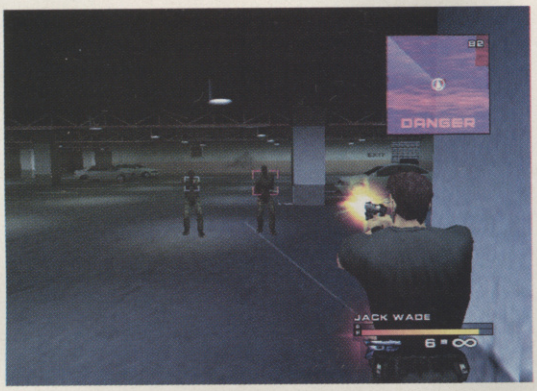
BOSE Better sound through research. orange SIEMENS UKonline KENWOOD DURACELL ULTRA M3 digital radio tomorrow's wireless

Headhunter

Solid Snake grows a beard and hits the Californian coast



Hmm, don't think much of the coffee of the future. And all that caffeine has made Jack really edgy



Danger? There's two guys shooting at me so I think I worked that out for myself, thanks

COST: **£29.99**
OUT: **NOVEMBER**
PLAYERS: **1**
DEVELOPER: **AMUZE**
PUBLISHER: **SEGA EUROPE**

Touted as the big autumn blockbuster for the Dreamcast, Headhunter is an ambitious title that pushes Sega's console to places few games have been. It's big, bold and achieves the high level of expectation that was attached to it when originally unveiled. It's also been cleverly guarded from prying eyes all through development – and now, with the game buzzing in our Dreamcast, we know why.

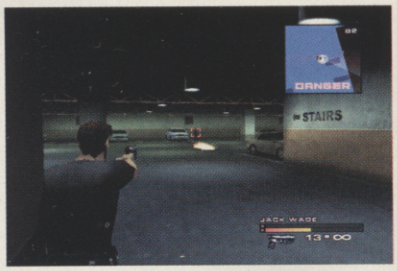
DEJA VU

Jack Wade is a headhunter, a futuristic bounty hunter with a gravely voice that sounds like Clint Eastwood trying to crap a brick. He also suffers from retrograde amnesia, which, from a storytelling point of view is lucky for us, because Wade needs to rediscover all his crime-busting skills, just as we need to learn them.

Despite his memory loss, old friends are eager to utilise Jack's skills, especially Angela Stern, who wants her dad's murder avenged. Jack duly obliges, and we're off and running in a neo-futuristic California.

Jack races around on a huge black bike, which has rather delicate handling that often results in collisions. Oh well. These racing sections also enable Jack to earn skill points that allow him to take

Shotgun rounds through the heart of another crim... he won't be messing with you again in a hurry



Shoot him? I can't even see him!

new Headhunter tests at the Law Enforcement Intelligence and License Approval centre, or LEILA for short.

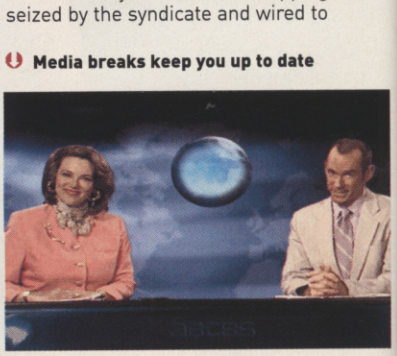
More licences means more weapons and classified information, which grants Jack new mission objectives. Yes, missions. Despite being set in a large city, this is a very linear game, with Jack having to visit certain areas and solve puzzles to proceed. Soon Jack is embroiled in a plot involving a big crime syndicate, which is importing human organs for the rich who rely on transplants to live a longer life. There's also the mystery of Jack's past to solve.

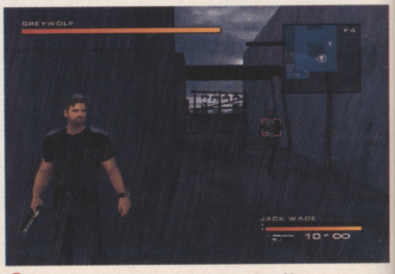
BEEN THERE, BOUGHT THE T-SHIRT

It's clear that the developers are big fans of Metal Gear Solid on PSone, and why not? You half expect Jack to turn a corner wearing an 'I played Metal Gear and all I got was to star in this game' T-shirt. But before the Solid Snake comparisons, we'll quickly dip into the positives.

Headhunter is big, with lots of locations to explore and bad guys to arrest or gun down. The interiors of buildings look great – lots of atmosphere, places to hide and rooms to explore. They also get larger and tougher to explore as the game unfolds. The third major location, a shopping mall seized by the syndicate and wired to

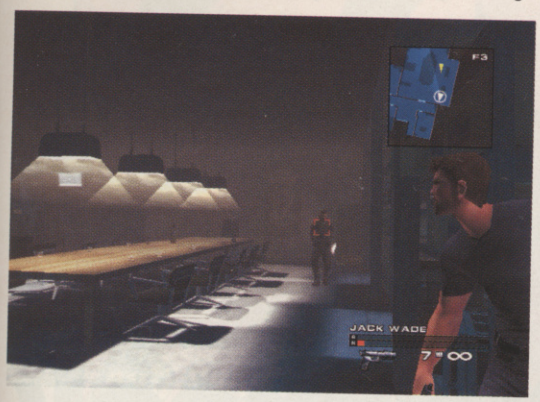
Media breaks keep you up to date





All those weapons and no brolly...

It must be national beard week in this game or something



What did Santa bring Jack this year?

explode is a stunning piece of design. Police have secured the perimeter, so Jack must break in through the sewer, make his way through the garage, the office area, even the ventilation systems in a Die Hard stylee, before arriving inside the mall itself.

THE AIM OF THE GAME

Shoot-outs would be great if the targeting system was better – if Jack could turn and shoot, or even look straight ahead without pressing three buttons to do so. And if he could move faster and be more dynamic in gunfights, this game would be a winner.

Despite the strong story, structure and setting, Headhunter feels slightly dated. There aren't any innovations that make this a game for 2001. Instead, it takes the majority of its ideas and control system from Metal Gear and Res Evil, resulting in a 'been there, done that' feel. Even the amusing media breaks have been seen before in stuff like Command & Conquer.

The ideas in Headhunter do work, but it feels like something you've already experienced, albeit with a new lick of paint. If only Amuze had added to their inspirations rather than just emulating them, we'd have had a genuine contender for one of the games of the year.

CVG FACT

The stunning orchestral score for Headhunter was recorded at Abbey Road studios, made famous by The Beatles. Pity that the theme sounds so similar to the movie Independence Day, though.

CVG RECKONS

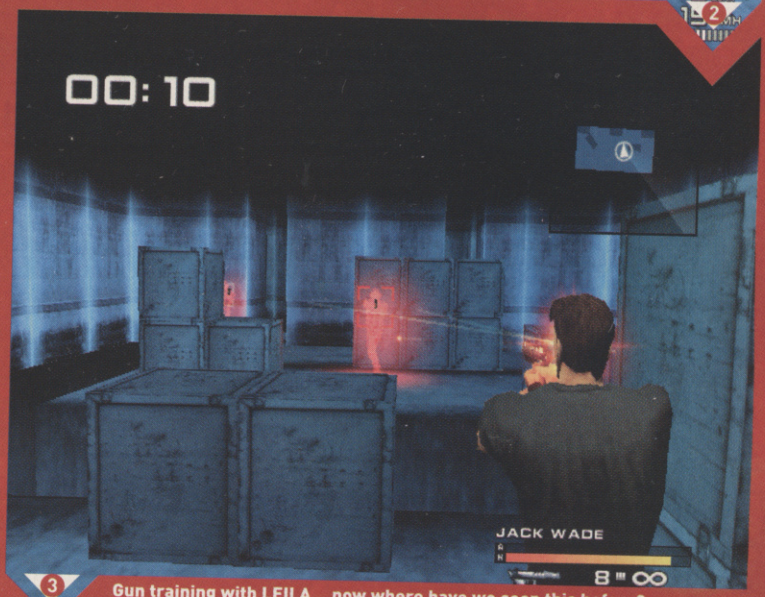
Polished and playable, with stunning locations. If only it was more original; instead it feels like Metal Gear in a mall. Oh, and with a bike! **Alex H**

8

If you like this try these...
Metal Gear Solid (PSone), Veronica X (PS2)

Jack receives a message. Note the same refresh bar and interference as MGS!

A LEILA mission Snake never got: riding a bike... albeit one that's a dog to handle

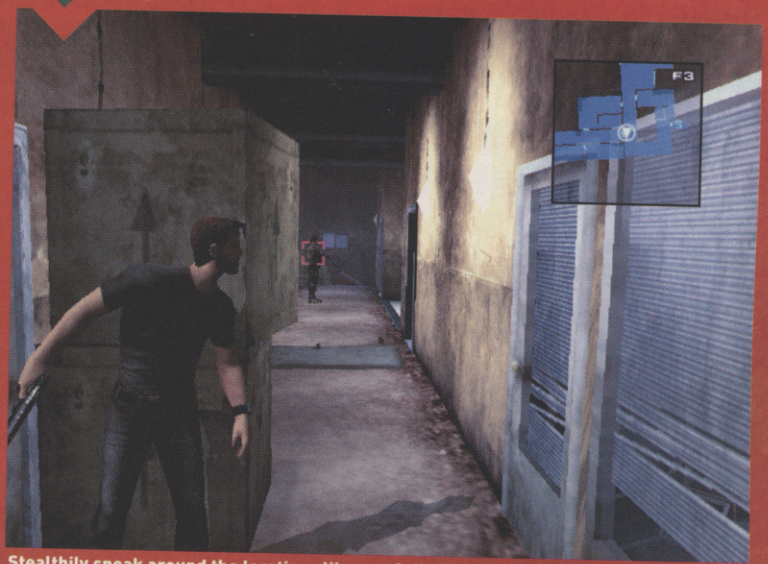


Gun training with LEILA... now where have we seen this before?

Look out Snake! Er, Jack!

WHO DO YOU THINK YOU ARE?

Headhunter is practically Metal Gear 1.5. Look at the evidence: for LEILA, read VR missions. Snake's Codec communicator becomes the Casio VM, Visual Messenger communicator. Jack hugs walls, distracts guards, and snaps their necks. There's even a radar in the top right corner that blanks out if you alert a guard. Familiar?



Stealthily sneak around the locations like, er, Solid Snake

Think everyone knows you're here by now

Team tactics are pretty basic in one-player game, so you can concentrate on blasting

The laser's quiet and will vapourise bodies

Codename: Outbreak

Sneaks up behind you but guffs and blows its cover

COST: **£34.99**
OUT: **SEPTEMBER 28**
PLAYERS: **1-8**
DEVELOPER: **GSC GAME WORLD**
PUBLISHER: **VIRGIN INTERACTIVE**

Aliens suck a fat one. Every time they visit Earth they chew it up and spit it out. X-Files, Predator, Aliens – you'd think the human race would've learnt by now that organisms with strangely squishy flesh or a propensity to tightly hug heads are BAD.

But, instead of avoiding a suspicious crashed meteor like the plague, Outbreak's boffins investigate, get infected and unleash yet another unoriginal alien invasion storyline upon us all. Luckily, just as you're reaching for the cyanide capsule, it staggers back from the brink with some cool stealth and tactical action.

Anyone who's played Delta Force and Spec Ops will be right at home here. Choose and equip your two-man team from a roster of crack operatives, sneak around capping guards and aliens, and pull off basic team tactics such as ambushes using the simple hotkeys.

WATCH YOUR BACK

Don't play clever and blunder around without using your rifle to scope ahead and you'll be in a world of pain. Metal surfaces are noisy so creep across them. Gunshots attract guards so use the silent laser. Enemies are smart enough to circle behind you so watch your back.

It's hardly groundbreaking and even clambering through air ducts pursued by scuttling face-huggers never quite manages to be truly tense. But stealth freaks will love ducking in and out of cover, crawling through bushes for a good sniping spot and dreaming up sneaky strategies to progress.

However, every Aliens Ying has its Pitch Black Yang: sometimes mission objectives descend into a frustrating level search, enemies seem a tad *too* accurate, and in the looks department we've seen more talent at a Russian female shotputters' disco. What's more, there are more than a few bugs that had better be sorted out before release.

CVG FACT

Outbreak was to be called Venom until someone realised these nice people at Marvel Comics might get upset. Wonder why...?

Take him out then get inside his tower

You can blow all this scenery up

CVG RECKONS

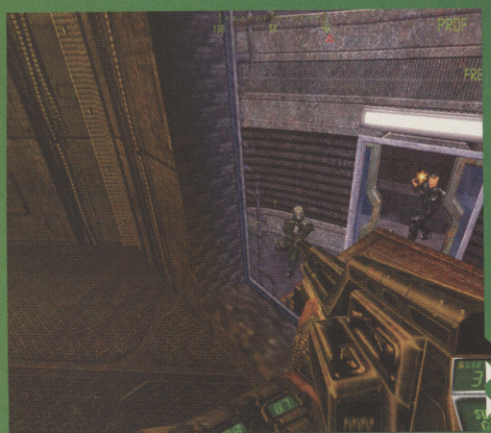
Almost good enough to sneak into your collection. **Pete**

6

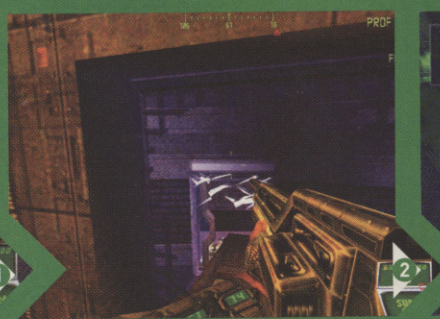
If you like this try these...
Project IGI (PC), Spec Ops (PSone)

WEALTH OF STEALTH

If you're sitting there thinking you're way above all that sneaking around bollocks and could blast your way through Outbreak at 90mph, then think again. After you've been torn to shreds by crackshot enemies for the twentieth time in Normal mode, you'll realise the benefit of some sneaky tactics. Fortunately, Outbreak's environments are screaming out to be craftily exploited and the game's best moments come when you're tip-toeing around avoiding sentries.



Sneaking is fine until you appear in brightly lit areas...



...so remember to put out the lights...

...and switch to night vision to clean up

© Kellogg Company 2001

This Is Football 2002

Sony tries to nutmeg ISS and FIFA

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-8**
DEVELOPER: **SONY**
PUBLISHER: **SONY**

It's taken Sony a while to realise that football is actually quite popular in Europe, and seeing as it has a console out at the moment, making a footie game for it might not be a bad idea. Surely Sony can't be happy that ISS and FIFA are streaking ahead of them already? Time for TIF 2002 to reel them in a bit...

PENALTY KICKING

After so many ISS and FIFA games, the developers have had a fair bit of experience in getting the beautiful game to feel exactly right as well as looking the business. TIF 2002 does suffer somewhat on the looks front, but it's an acceptable sacrifice as the pay-off is that it handles much better than the last game. It's also more reward-oriented than before – winning tournaments at high levels opens up loads of brand new play modes. Just try and get the timewarp league, full of Seventies teams and players – it's a top laugh.

It's not as if there's really anything desperately wrong with it, but ISS and FIFA still feel more natural and rewarding to play than TIF2002, with ISS easily the star signing.

Is he doing the locomotion or what?

As usual, the keepers are way too good

Rumours are that if you choose Man Utd the game won't end until you win

CVG RECKONS

New tournaments and modes are the main attraction here, as ISS does the football thing better. Full points for the timewarp league, though! **Les**

If you like this try these...
ISS (PS2), FIFA (PS2)

COST: **£39.99**
OUT: **OCTOBER**
PLAYERS: **1**
DEVELOPER: **KONAMI**
PUBLISHER: **KONAMI**

History. Tedious, eh? Sat at school learning who did what to whom. But if they put a line of PS2s and some copies of Age of Empires 2 in the classroom, they'd have people clamouring to study.

KILLERS IN KILTS

You command forces in historical campaigns, from the Middle Ages' England vs Scotland scraps (as in Braveheart) to Joan of Arc (as in human BBQ). Developing buildings, troops and technologies, then assigning tasks gets really involving, and you'll find yourself whizzing all over the maps to keep an eye on everything. Thank God for a decent control system, then.

AoE2's very addictive – not surprising as it's almost identical to the impressive PC original. It may not look like an action-packed game on the surface, but when the fighting starts you'll be as tense as the shock absorbers on Victorious BIG's car (may he rest in peace). And, as complex as it looks – and gets at times – you never feel overawed or out of control.

The tactics used by illegal immigrants got bolder every day

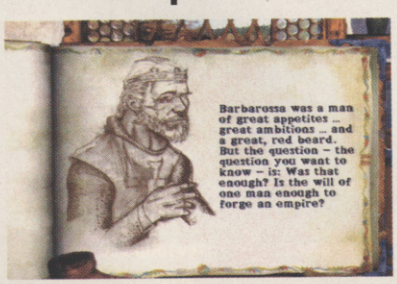
Nice garden shed

Let's grow GM food

HMS Invincible hits again

Age Of Empires 2

The Empires strikes back, and it's a lesson in fun



Are you sitting comfortably...?

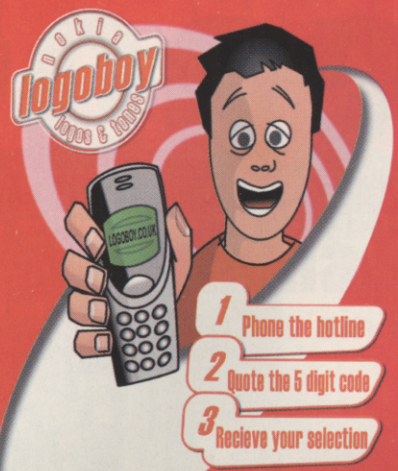
CVG RECKONS

Complex strategy gameplay gets a breath of fresh air with historical storylines. If you've never played strategy games before, try this. **Les**

If you like this try these...
Red Alert 2 (PC), Warcraft (PC/PSone)

NewTones....

Steps	Chain Reaction	61193
Kylie Minogue	Cant get you outa my head	61175
Victoria Beckham	Not such an innocent girl	61170
Shaggy	Luv Me, Luv Me	61166
Bob the Builder	Mambo no. 5	60047
Basement Jaxx	Just One Kiss	61177
Stereophonics	Step On My Old Size Nines	61183
Ludacris,Nate Dog	Area Code	61191
Dido	Hunter	61173
Travis	Side	61184



Pop Tones

61174	Samantha Mumba	*Baby come over*	61165	Macy Gray	*Sweet Baby*
61167	Louise	*Stuck in the middle*	61159	Emma Bunton	*Take my breath away*
61053	Atomic Kitten	*Eternal Flame*	61194	Alien Ant Farm	*Smooth Criminal*
61027	Robbie Williams	*Eternity*	61090	Jamiroquai	*Little L*
61192	Robbie Williams	*Road to Mandalay*	61091	Nelly Futardo	*Turn off the light*
61073	Jennifer Lopez	*Ain't it funny*	60287	OPM	*Heaven is a half pipe*
60132	Jennifer Lopez	*Play*	60185	Shaggy	*Angel*
61141	Geri Halliwell	*Scream if you wanna..*	60076	Shaggy	*It Wasn't me*
60194	Geri Halliwell	*It's Raining Men*	61008	Gorrillaz	*19-2000*
61152	Madonna	*Holiday*	60128	Gorillaz	*Clint Eastwood*
61004	Pink Mya etc.	*Lady Marmalade*	60163	Wheatus	*Teenage Dirtbag*
61045	Faith Hill	*There you'll be*	60045	Limp Bizkit	*Rollin*
61075	Steps	*Here and Now*	60129	Hear Say	*Pure and Simple*
61011	Steps	*Tragedy*	60184	S Club 7	*Dont Stop Movin*
60142	Nelly Futardo	*I'm Like a Bird*	60074	S Club 7	*Reach*

R'n'B

61181	Mary J. Blige	*Family Affair*
61037	Destinys Child	*Bootylicious*
61016	Usher	*You Remind me*
61162	3LW	*Playas Gonna Play*
61022	3LW	*No more (gonna do right)*
61003	Brandy	*Another day in Paradise*
60157	Usher	*Pop your collar*
60174	Gaberille	*Out of Reach*
60117	Destinys Child	*Survivor*
60024	Destinys Child	*Independt Women*
61195	Underdog Project	*Summer Jam*
61060	Aliyah	*We need a resolution*

RAP

61182	Nelly	*Batter up*
61190	Lil Kim	*In the air tonite*
61050	Wyclef	*Perfect Gentleman*
61043	D 12	*Purple Pills*
61064	Eve	*Let me blow your mind*
61067	Missy Elliot	*One minute man*
61151	Spooks	*Sweet Revenge*
61080	MOP	*Ante up*
61081	Shade Sheist	*Were I wanna be*
61155	Lil Bow Wow	*Bounce With Me*
60029	Dr Dre	*Next Episode*
60034	Eminem	*Stan*

Tv Tones...

Big Brother	61014
East Enders	60277
Friends	60222
X-Files	60298
Neighbours	60286
Coronation Street	60275
Only Fools & Horses	61127
Dallas	60221
The A-TEAM	60220

FilmTones...

Mission Impossible	60044
James Bond	60205
Star Trek- Next Gen	61131
God Father	60127
The Exorcist	60223
Pretty Woman	60213
Pulp Fiction	61024
Italian Job	60207
Star Wars	60204

Football

60240	Glory Glory	*Man U / Spurs*	60232	Here we go, here we go	*All*
60164	You'll never walk alone	*Liverpool*	60238	Vindaloo	*All*
60226	Blue is the colour	*Chelsea*	60137	Match of the Day	*Theme*
60239	Forever blowing bubbles	*West Ham*	60212	Great Escape	*All*
60230	Daydream believer	*Sunderland*	60211	Dam Busters	*All*
60231	Z Cars	*Everton*	61153	God save the Queen	*All*

Dance

61146	Superman Lovers	*Starlight*
61189	Faithless	*Muhammed Ali*
61150	Sophie Ellis Bextor	*Take me Home*
61187	Chemical Bros.	*It began in Afrika*
61072	Ian Van Dahl	*Castles in the sky*
61178	Kosheen	*Hide you*
61070	Roger Sanchez	*Another Chance*
61147	Cosmic Gate	*Fire wire*
60020	Darude	*Sand Storm*
60196	Moloko	*Sing it back*
60139	Modjo	*Lady*
60276	Daft Punk	*One more time*

Garage

61171	Artful Dodger, Mel Blatt	*24 7*
61149	Ed Case	*Who*
61148	DJ Luck, Neat	*I'm All about you*
61074	So Solid Crew	*21 Seconds*
61160	De Nada	*Love you anyway*
61069	Oxide Neutrino	*Devils Nightmare*
61168	Maxwell D	*Serious*
60007	Ba Ha Men	*Who let the dogs out?*
61005	Pied Piper	*Do you really like it*
61007	Eddy Grant	*Electric Avenue*
61055	Misteeq	*All I want*
61058	Sticky ft.Ms Dynamite	*Boo*

BOYBANDS

61172	Blue	*Too Close*
60274	Blue	*All Rise*
61078	Five	*Let's Dance*
61068	N* Sync	*POP*
61144	O Town	*All or Nothing*
60182	O Town	*Liquid Dreams*
61063	Damage	*So what if I*
61002	BB Mak	*Still on your Side*
61062	Backstreet Boys	*More than that*
61186	Westlife	*When your looking like..*
60162	Westlife	*Uptown Girl*

BrandLogos

PLAYBOY 10831	CK 10758	10764	
10822	NO FEAR 10730	VERSACE 10900	diesel 10911	adidas 10703
GAP 30039	MOSCHINO 10953	GUCCI 10722	Just do it. 10786	DKNY 10829
cream 13267	PORSCHE 10892	MINISTRY 13278	GC 2001 30151	POLO SPORT 10733

FilmLogos

PLANET OF THE APES 30198	MONSTERS, INC. 30470	STAR WARS 11828	
MONKEY'S TAIL 30253	TOMB RAIDER 30251	JURASSIC PARK 3 30108	X-MEN 11785	AUSTIN POWERS 11788
SHREK 30237	POKEMON 30222	SPIDERMAN 12123	FIGHT CLUB 30268	SCARFACE 30450
ANGEL 11816	30171	CHARLIE'S ANGELS 11831	MATRIX 11760	SCREAM 11869
GET OVER IT 30114	SCARY MOVIE 2 30225	SPY kids 30255	STAR TREK THE NEXT GENERATION 30086	snatch 30206

MusicLogos

geri halliwell 30238	ATOMIC KITTEN 13264	Stereophonics 13157	
BRITNEY SPEARS 30256	destiny's child 30093	16005	Limp Bizkit 13178	GORILLAZ 16014
U2 30248	30249	13262	MADONNA 13161	EMINEM 13190
Lil Darlin' 30106	OutKast 30100	Robbie 13263	Backstreet Boys 30233	Fyffe 13162
S CLUB 7 13154	Shaggy 13292	Five 13151	hear'say 13277	Jamie Dougal 16035
USHER 30043	honeyz 11791	TOP POPS! 30267	16001	blue all rise 30111

CartoonLogos

KICKASS 11868	11811	11142	
11058	Winnie 11041	11001	30280	11115
11039	TIGGER 30244	30218	11090	Thinking Pink 11171
11023	pooh bear 30272	DIGIMON 17014	12445	11011
11073	30270	30040	30284	Harry Potter 30017

Favourites

KITTY 12685	GRAN TURISMO 30183	SMACKDOWN 30205	
Soapstars 30475	PLAYGIRL 10832	10472	ANGEL EYEZ 11511	FREESTYLER 30417
LIL DEVIL 30410	11782	30257	FEDERATION 30227	FRIENDS 11815
SPACE INVADERS 30217	RWB NRG CYPRUS UK GARAGE 13258	SONIC 12100	10222	30140
11926	JUST DO IT 30263	BECKS 30471	I ♥ You 12511	TEKKEN 30464
PS2 THE THIRD PLACE 30122	SUPERBABE 12683	30105	BADBOY 30168	THE ROCK 30463

Footie

Arsenal 11953	Sorry! 30459	Dear Sir... 30296	
LIVERPOOL 11981	MANCHESTER UNITED 11950	LEEDS 11974	Kiss Me!! 12491	ENGLAND 11959
CHELSEA 11957	FULHAM F.C. 12049	TOTTENHAM HOTSPUR 12016	Lil Darlin' 30143	30420
ASTON VILLA 11954	The Saints 12039	BOLTON WANDERERS FC 12043	13297	SCOTLAND 11923
Hammers 12086	NEWCASTLE UNITED 11986	ROVERS 12000	12979	10283

HOLIDAYS!!

ayia napa 12347	CYPRUS 12348	SUMMER 2001 SUN SEA SEX 30007
AUSTRALIA 12151	12261	florida 12344

CALL TODAY

090 66 33 20 49

LINES OPEN 24 HOURS A DAY, SEVEN DAYS A WEEK

WWW.LOGOBOY.CO.UK

order by credit card 08700 200 600

Lines open Mon-Fri 11am-5pm

The following Nokia handsets can recieve both tones and graphics: Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series, Nokia 71xx series, Nokia 81xx series,Nokia 8210 series, Nokia 88xx series, Nokia 9000 / 9110. The Nokia 51xx series can receive graphics **only**

CUSTOMER CARE LINE:08700 200 600
MON-FRI 11am-5pm

Calls to 0906 numbers are charged at £ 1.50 a minute, and should last on average 2.5 mins, however calls from mobiles may be charged at a higher rate. You must have the bill payers permission before calling.Customer support & credit card lines are charged at the national call rate. Mobatel Limited, P.O.Box 22763, London, N22 8ZH.

WE'RE HERE TO HELP

NEWS • PREVIEWS • REVIEWS • HINTS & TIPS • BUYER'S GUIDE

PlayNation

THE VOICE OF PS2™ GAMERS

FIRST ISSUE OUT THURSDAY 6 SEPTEMBER

MX 2002
Featuring Ricky Carmichael
Dirt bike racing should be extreme. This ain't

Ricky Carmichael: he was born to fly

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **PACIFIC COAST**
PUBLISHER: **THQ**

Only certified nutcases and rednecks would get on a bike, propel themselves 50 feet in the air and attempt a double backflip with a twist before landing. That's just plain stupid, right?

MX 2002 is the first motocross game on PS2, ahead of Infogrames' MXrider. And although most of the British public don't give a rat's ass about Ricky what's-his-face, give us dirt, danger, and double back-flips and you've got our attention.

EAT DIRT

In Career mode, you work through a standard race calendar. Whipping round hairpins and negotiating the bumps on each racetrack feels very comfortable because the controls at ground level are easy to learn and super-responsive.

Sadly, when you hit one of the massive jumps that litter every track, the clumsy, slow physics of your rider in mid-flight make pulling off tricks difficult, unrewarding and risky – one bail can easily knock you into last place. And as you don't *have* to pull off crazy moves in each race to progress through the Career mode, in the end you won't even bother.

That said, the challenge of thrashing surly AI riders and the experience of racing 25 sweet tracks is almost enough to make you want to hang in there.

CVG FACT

MX 2002's 'star' is Ricky Carmichael, the four-time AMA National Champion. Heard of him? Nah, us neither.

MMX TRICKY

Since tricks are so awkward to do, the Freestyle mode (stunts for points) frankly sucks. Even when you've nailed the most difficult moves, the thrill of doing so is non-existent because they aren't extreme. This isn't like Tony Hawk's or the Mat Hoffman series, which let you roam around and trick every obstacle in sight. The only stunts you can do at ground level in MX 2002 are wheelies and stoppies.

MX 2002 is a middling knockabout racer, so if it's extreme stunts you're after, there's nothing to see here. Move along now, folks!

Neck and neck – don't try a move in case you end up last

Oh go on, you give it a shot. And here's what happens. Feck!

FANCY A CUPPA?

Riders jostle and smack into you as you all try to muscle your way into the number one slot. The race is in full flow and you hit a jump. You know that attempting a stunt could well leave you a crumpled mess on the floor, because most big moves are difficult to land, so you just hang in there and wait for the ground to appear. Safe but rather dull. Bit like the entire game, really.

CVG RECKONS

Yeah, the racing should satisfy dirtheads, but this is as 'extreme' as waiting for a number 67 bus on a chilly afternoon. Brrr. **Mike**

6

If you like this try these...
ATV Offroad Fury (PS2), SSX (PS2)

HIT AND RUN (THEM OVER)

It's not just weapons that'll keep you alive – sometimes the best solution when under attack is a bit of nifty driving and skillful evasion. This is where Spy Hunter comes into its element, as racing around, finding shortcuts, and leaping in and out of water is one of the biggest buzzes in the game.

Skidding around a corner, you come face-to-face with a helicopter aiming to flame-grill your chassis

So you turbo for the safety of water, only to come under even heavier air attack. Garh!

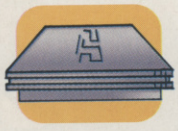
Fancy one of these? Cost you a bob or two

Shake baddies off with a smoke-screen

Then enter the support truck for repairs

Spy Hunter

Forget stealth – real spies do it with a bang



COST: **£39.99**
OUT: **OCTOBER 1**
PLAYERS: **1-2**
DEVELOPER: **PARADIGM**
PUBLISHER: **MIDWAY**

A pair of motorbikes pull in front on the motorway and start blasting your windscreen with machine guns, as an armoured truck tries to ram you off the road. Do you: a) Indicate, pull over and try to rationally discuss the obvious misunderstanding? Or b) Launch a series of missiles at the offending vehicles until they go boom? If you chose the first option, close this magazine and leave the building now. For anyone still remaining, welcome to the world of Spy Hunter.

SIMPLE PLEASURES

Is it a car? Is a boat? Is it a bike? It's all three. As you tear through Spy Hunter's 14 stages, you'll have to switch from land to water to complete mission objectives like destroying interceptors and annihilating enemy trucks. It's all about belting along at blinding speeds, taking shortcuts and trying to stay alive while blowing enemies into little pieces along the way. And of course you get to use cool oil slicks, smoke-screens and other handy spy gadgetry as you go.

Smash up the scenery as you shoot the ass off a biker baddy

Your vehicle handles like a dream and sending enemy helicopters crashing and running over little men in orange boiler suits is an addictive pleasure. Two-player offers new challenges, putting you head-to-head in explosive race scenarios, collecting big green balls, or hunting for chickens (yes, chickens).

What you see is what you get with Spy Hunter – simple, fast arcade action. Just don't expect the thrill to last forever.

Your car is a total gem to drive

CVG FACT

Spy Hunter first appeared back in the Eighties on Commodore 64, and this remake still features the same theme music

CVG RECKONS

Furious arcade shooting and driving action will keep you hooked for a while. **Mike**

7

If you like this try these...
Extreme G-3 (PS2)

World Championship Snooker 2002

Thankfully, not just a load of old balls

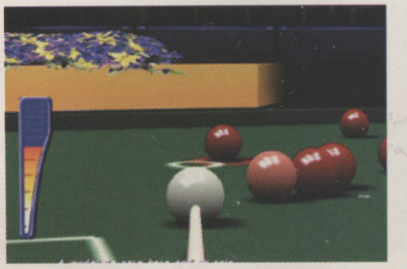
COST: **£39.99**
OUT: **NOW**
PLAYERS: **1-16**
DEVELOPER: **CODEMASTERS**
PUBLISHER: **CODEMASTERS**

So what if today's snooker players can't quite match the referee butting, slashing-on-plants, boozy stars of yesteryear for entertainment value? The fact that most current snooker stars have personalities like bogies doesn't make the sport dull. No sir, the game itself does that quite well on its own.

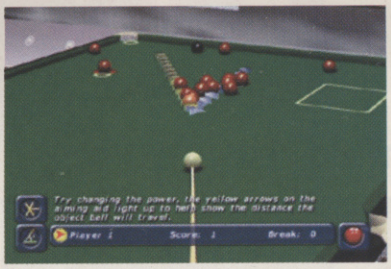
If you've always wanted to try snooker on a full-size table but find the idea of hanging out in snooker halls with more wannabes than an episode of Popstars off-putting, then your salvation is here.

WC Snooker caters for the 'smack it and hope' brigade as well as those of you who want to take forever working out spin and angles. With a Career mode where you go head-to-head with the big names and a Tournament mode where you and 16 friends can pot for the top, there's certainly longevity for hardcore cueheads.

It should drive snooker fans loopy and more casual players will be happy to smash the balls about a bit too. But hardcore shoot 'em up fans will rather eat vomit than play as mellow a sport as this.



Wow! They look just like balls



In-game tutorials do help you along

It's the story of a man in love with a trophy

Nice waistcoat. Not

CVG RECKONS

If you can name ten current snooker players then this game is for you. Otherwise, you probably won't have the slightest interest. **Les**

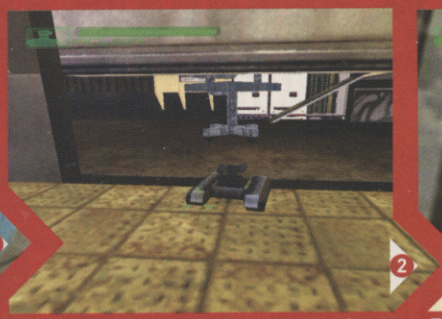
6

If you like this try these...
Jimmy White's 2 Cueball (PSone)

FOUR HEADS ARE BETTER...

The guts of Project Eden's gameplay is using the diverse talents of your four-strong team to solve the many puzzles that block your way. The combat sections, while fairly frequent and often quite challenging, are really just there to keep things interesting in between. We won't spoil it for you by giving away the solutions to some of Project Eden's tougher puzzles, but this first mini chin-scratcher gives you a taste of what to expect in the game...

A door with a jammed locking mechanism bars your way. Better get fix-it guy Andre to repair the broken switch


The door opens enough to send a rover in

The rover lasers the switch to open the door

Project Eden

Four-player action is teamwork paradise

COST: **TBC**
OUT: **SEPTEMBER 21**
PLAYERS: **1-16(PC) 1-4(PS2)**
DEVELOPER: **CORE DESIGN**
PUBLISHER: **EIDOS INTERACTIVE**

If we told you Project Eden is a first and third-person action adventure from Core Design, with a mix of puzzling, shooting and exploration, you'd probably think 'scantily clad archaeologist with basketballs for Bristols'. But team Tomb Raider's new game is nothing of the sort. It's darker, dirtier and a damn sight more demanding on the grey cells.

Many of the enemies morph into vile beasts in real-time

The game plays okay on a PS2, but the controls are fiddly

Project Eden puts you in charge of not one, but four heavily armed future cops. Your mission sees you descending into the dark reaches of a towering mega-city to investigate some trouble with a gang of genetic mutants. Managing your team is what it's all about, with the frequent combat and puzzles generally requiring a combined effort from your crew.

Each of the team has a specialisation, such as hacking, repairing or having more resistance to harsh environments than Daphne & Celeste at the Reading festival. The variety of weapons and gadgets at your disposal is also rather sweet, with heat-seeking missiles, remote-controlled rover devices and flycams, auto-sentry guns and the handy Timeshock gun which puts enemies into temporary slo-mo.

Unfortunately for PS2 owners, Project Eden is more of a PC game, and while the two versions look pretty much identical, the control system is a bit awkward on a pad in comparison. But overall, Eden's hugely distinctive and sinister atmosphere and many satisfying puzzles, make this well worth a look on either format. Nice one Core.

You can race these rovers in multiplayer mode

It's all about teamwork, friendship, and killing stuff

Not a green spandex crop-top in sight

The enemies aren't the brightest

There are some really creepy levels

CVG RECKON

This is an inventive game that rarely fails to entertain. But knock a point off for PS2. **Ant**

8

If you like this try these...
Hidden & Dangerous (PC)

Thunderhawk: Operation Phoenix

Rising from the flames of gaming history

COST: **£39.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **CORE DESIGN**
PUBLISHER: **EIDOS**

Ever since CNN bought us live footage of US pilots showing off what their choppers can do in a warzone, sales of combat games have rocketed. With this in mind, Core has dusted off its Mega CD classic for another strafing run.

Abusers of car parking rules get really punished here

Nice shot. That'll make the late news on TV

Devastate the enemy base with missiles

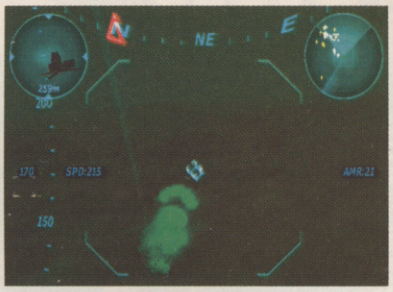
MAKE YOUR MARK

Handling is tricky. Using the analogue sticks for the pitch and cyclic controls means even the slightest touch too much and you'll pancake onto mountainsides. Which is initially easily done in the heat of battle with so many targets after you.

But this downer is far outweighed by the satisfaction of watching your missiles blowing up bases or your bullets tearing apart vehicles as you fly over jungles and oil rigs fragging terrorists in all weather conditions. It's not all totally gung-ho though – so much ordinance is fired at you that you'll often need to use hit-and-run tactics to survive.

Taking the time to get your head around the controls rewards you with plenty of copter carnage, but even so, missions do get a bit samey after a while.

The terrorists aren't even safe at night with your night vision goggles



CVG RECKONS

7

There's no real competition on PS2 for this very solid flight 'n' fighter. **Les**

If you like this try these...
Ace Combat (PSone), Wingover (PSone)

WANTED
CONSOLES
COMPUTERS
GAMES
RETRO & MODERN
BUY · SELL · TRADE
POSTAL SERVICE AVAILABLE
COMPUTER & GAMES EXCHANGE
16 Pembridge Rd, London W11 3HL ☎ 020 7221 1123
Please bring official ID with address & signature when selling or exchanging
OPEN 7 DAYS LARGE SELECTION ON SALE

NOKIA -Ringtones & Graphics MOTOROLA & SAGEM -Ringtones Only
RINGTONES & GRAPHICS
TOP RINGTONES
1. STAN Ref: 105859
2. NEXT EPISODE 138444
3. SAY MY NAME 102937
4. YOU MAKE ME SICK 118263
5. I WANNA BE YOU 143149
NOK. MOT. SAG.
ICONS
REF: 103663
REF: 120575
REF: 139399
REF: 100848
REF: 111566
REF: 104645
only 60p per min
There's 1000's more to choose from!
09065 899 921
www.iconaphone.com
Calls cost 60p/min from landline.Mobile operators may charge more. Ask bill payers permission before calling.Av. call 2 mins.Maximum cost £3.00, the call will be automatically terminated.Iconaphone Box1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer. Customer service No 0870 121 9565.

Another World
48-52 Stafford Street, Hanley, S.O.T., Tel: 01782 279294
23 Silver Street, Leicester, Tel: 0116 251 5266
11 Market Street, Nottingham, Tel: 0115 948 4122
42-43 Castlefields, Main Centre, Derby, Tel: 01332 206606
23 Victoria Street, Wolverhampton WV1 3NP,
Tel: 01902 777440
PlayStation.2
CRAZY TAXI - USA
GRAN TURISMO 3 A-SPEC - USA
18 WHEELER - USA
TWISTED METAL BLACK - USA
GIANTS CITIZEN KABUTO - USA
ESCAPE FROM MONKEY ISLAND - USA
NBA STREET - USA
TOKYO BUS GUIDE - JAP
PHASE PARADOX - JAP
FANTAVISION FOR TWO - JAP
EVERGRACE II - JAP
DARK NATIVE APOSTLE - JAP
FINAL FANTASY X - JAP
ATELIER LILLI - JAP
GAME BOY ADVANCE
FINAL FIGHT ONE - JAP
GOLDEN SUN - JAP
TOY ROBOT FORCE - JAP
STREET FIGHTER REVIVAL EDITION - JAP
CHORO Q ADVANCE - JAP
DOREAMON - JAP
Dreamcast
EVANGELION TYPE E PLAN - JAP
DEATH CRIMSON OX - JAP
BOUNTY HUNTER SARA - JAP
PHANTASY STAR ONLINE V.2.0 - JAP
CRAZY TAXI 2 - JAP
SONIC ADVENTURE 2 - JAP
SOLDIER OF FORTUNE - USA
HALF-LIFE - USA
PROJECT JUSTICE - USA
CRAZY TAXI 2 - USA
STUPID INVADERS - USA
OUTRIGGER - USA
GAME BOY COLOR
THE LEGEND OF ZELDA ORACLE OF AGES - USA
THE LEGEND OF ZELDA ORACLE OF SEASONS - USA
Pre-Order now!
Action Figures now available!
WonderSwan color
FINAL FANTASY II - JAP
HUNTER X HUNTER - JAP
DOREAMON IN POCKET - JAP
ULTRAMAN MESSENGER - JAP
NINTENDO 64
ULTIMATE WAR - JAP
SUPER BLACK BASS 64 - JAP
DERBY STALLION 64 - JAP
MARIO PARTY 3 - USA
ETERNAL DARKNESS - USA
DINOSAUR PLANET - USA
PlayStation
DANCE DANCE REV.EXTRA MIX - JAP
EVE FATAL ATTRACTION - JAP
AFRAID GEAR ANOTHER - JAP
ANGEL DOLL - JAP
ONE PIECE MANSION - JAP
CASTLEVANIA CHRONICLES - JAP
METAL SLUG X - USA
TIME CRISIS PROJECT TITAN - USA
ALONE IN THE DARK 4 - USA
ARC THE LAD COLLECTION - USA
SEGA SATURN
SHIENRYU - JAP
SKULLFANG - JAP
RADIANT SILVERGUN - JAP
SEXY PARODIUS - JAP
BLAST WIND - JAP
BULK SLASH - JAP
TIGER II PLUS - JAP
SALAMANDER - JAP
METAL SLUG + RAM - JAP
DUNGEONS & DRAGONS + RAM - JAP
+ MANY MORE...
NINTENDO GAMECUBE
Pre-Order your Gamecube Now! September 14th
SUPER STREET FIGHTER II
REVIVAL EDITION Only on GBA! June 2001
WALL SCROLLS £9.99 - £14.99
sales@anotherworld.co.uk
Mail Order Mobile 07798 897770
Mail Order Hotline 01782 271750
www.anotherworld.co.uk

NHL 2002

Hard and fast stick-slapping action

COST: **£39.99**
OUT: **OCTOBER 5**
PLAYERS: **1-2**
DEVELOPER: **EA SPORTS**
PUBLISHER: **EA**

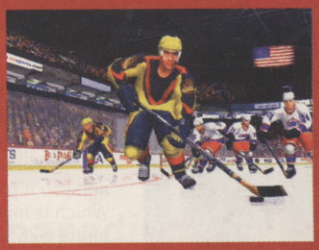
Most annual updated releases are pretty predictable affairs, so you won't be surprised to learn that there haven't been many changes made since NHL 2001. Sure, there's a new Create-A-Player option and a couple of new minor features. But the mid-rink action in NHL 2002 is as eye-spasmingly quick as ever, and controlling your players is easy as pie.

But get near the goal and the number of bodies battling for the puck becomes so confusing that it's almost impossible to see what's going on, taking much of the skill out of goal-scoring. As for trying to hit the back of the net from long range... Well, considering the goals are the size of matchboxes and the goalkeepers are as big as trucks, it's no surprise that you've got more chance of swallowing a puck whole than getting one past the thick-necked Yankee baboon in goal.

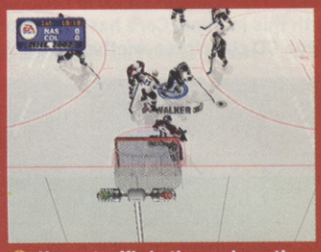
Nevertheless, in the short-term the body checking, brawling and stringing together pinball-paced passes (and even the mindless button-bashing around the goalmouth) is actually quite good fun. If you're up for a simple arcade sports romp, then check this out.

6

Bouncing torsos together is a favourite pastime for hockey jocks



Taking it to the hole and let rip



Heavy traffic in the goalmouth

Spider-Man

COST: **£29.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **NEVERSOFT**
PUBLISHER: **ACTIVISION**

About the only thing they've sharpened up for Spidey's belated PC release is the looks

The original Spidey game finally reaches the PC as the sequel is about to hit PSone, and Spider-Man: The Movie is in development for PS2. So does this version use the full power of the PC to upgrade and improve the title? Dream on.

Admittedly, the scenery is sharper than in the PSone game, but that's the only real change for the better. Unfortunately, in this version Spidey moves around so fast that he looks like someone has stuck a firework down his lycra pants. But if you love the webby one and don't own a PSone, this should do the trick.

6

Hot Wheels: Extreme Racing

COST: **£19.99**
OUT: **NOW**
PLAYERS: **1-2**
DEVELOPER: **HOT GEN STUDIOS**
PUBLISHER: **THQ**

Insanity beckons if you're exposed to too many 'fun' kart racing style games in too short a period of time. What can Hot Wheels possibly offer that hasn't been seen before?

Here's what: the ability to transform your vehicle into planes and speedboats throughout the race to match the terrain, and loads of power-ups and upgrades to improve performance. It's moderately good fun but you can't help but ask, 'What's the point?'.

4

Changing into new vehicles is cool but the action is standard kart racing stuff

Explore the past and the present, trying to control your rage at this wasted opportunity

Mystery Of The Druids

COST: **£29.99**
OUT: **NOW**
PLAYERS: **1**
DEVELOPER: **HOUSE OF TALES**
PUBLISHER: **CDV**

Not content with prancing around Stonehenge, a bunch of Druids have been skinning their victims. You're a detective sent to investigate in this dull and difficult point-and-click adventure.

Unimaginative settings and painful dialogue turn you off immediately. Worse, Druids has some of the most ridiculously complex puzzle sequences to achieve even the simplest of tasks and you'll be enraged at the illogical way people behave. Very little appeal for anyone but the most patient and geeky PC-head.

4

Order a Ringtone And Receive A Free Logo	All Orders Are Sent Immediately By Text Message	Call The Order Hotline on 09065 777 666	Nokia, Motorola, Ericsson, Sagem And Siemens*
Favourites			
Indiana Jones	Inspector Gadget	James Bond	Knight Rider
Looney Tunes	Mash	Mission Impossible	Muppet Show
Popeye	Star Wars	Super Mario	Tetris G. Boy
The Great Escape	The Simpsons	The Smurfs	Transformers
Films / Television			
American Pie	Angel Theme	Austin powers	Big Brother 2
Brave Heart	Buffy	Can We Fix It	Charlie's Angels
Dallas	Dawson's Creek	Eastenders	Emmerdale
Friends	George Of The J	JB The World is N	JB Tomorrow N
Football / Sports			
Chelsea - Blue	Everton - Z Cars	Fat Les Vindaloo	Glasgow Celtic
Leeds Utd	Match Of The Day	NBA Chicago Bulls	Rule Britania
Scotland The Bra	Three Lions	WWF Degeneration	WWF Kurt Angle
WWF The Rock	WWF Steve Austin	West Ham	You'll Never Wal
Chart Hits			
Atomic Kit - E.flame	D.Child - Bootylicious	R.Williams - Eternity	O Town - All Or N
D12 - Purple Hills	Ian V. Dahl - Castles	Opm - Heaven is '/: Pipe	Shaggy - Angel
Blue - All Rise	Hearsay - The Way 2	S Club7 - Don't Stop M	2Pac - Till The End
Sisqo - Dance 4 Me	Wyclef Jean - Perfect G	Whetus - Little Respect	Faith Hill - There Y Be
Shaggy - It Wasn't Me	Limp Biz - M12	Move Your Body	Moving 2 Fast
Shit On U Eminem	So Solid Crew	So Solid Mix	Sometimes Britn
Spinning Around	Stairway 2 Hea	Stan Eminem	Stronger Britney
Logos			

Can't See The Ringtone Or Logo You Want ? Let Us Know And We Will Get It 4 U Within 24 Hours.

Just Call 09065 777 666

Calls cost £1.50 per minute. Average call length 2 mins. Calls from mobiles cost more. The following nokias can receive both ringtones and logos: Nokia 3210, 3310, 61xx, nk 702, 71xx, 82xx, 88xx, 9000, 91xx. following phones can receive ringtones only. Sagem mc930, 932, 936, 939, 940, 942, 946, 949, 950, 959. Motorola v50, v100, v8088, time 250, 260 Nokia nk402, 51xx can receive logos only. Ericsson and Siemens customers leave your name and address and we will send you a ringtone list, which can then be inputted onto most models

Call: 020 8767 1101

e-mail: sales@kingcat.co.uk

web: www.kingcat.co.uk

Mon/Sat 10am-8pm Sun 12pm-3pm

Cheques Payable to: KING CAT & send to P.O. Box 24363, London, SW17 9FF

King Cat Entertainment

Loads of DRAGONBALL Z Videos

call for free brochure

Get it Now

Give us a call for all things Dragon Ball...

Tenchi Muyo, Gundam Wing, we've got it all!

All the best games available now!

Get Pokemon Crystal Now!

there's too much to list so make sure you ask for your FREE brochure!

Speedy Delivery 1st Class or Next Day!

www.kingcat.co.uk

secure online ordering

Have A Celebrity answer your mobile

Coolest Answer Phone Greetings Ever!

Listen before you call PREVIEW LINE 07075 00 85 15

Calls charged at: Day 35p per/min Evn 22p per/min w/end 10p per/min

answer back

0906 640 9683

ORANGE users please call from a normal phone!

TOP 10

Fawlty	160114	Phone dear? No, not you - you Spanish imbecile...
James Bond	160116	Sean Connery as James Bond
Kermit	160606	Testing, testing, ahem, I must have a from in my throat.
Friend	160307	You better leave a message before you go away...
Austin Powers	160309	"Like, no ones home, baby...Oh behave baby!"
Sat-Night-Fever	160310	Well, you can tell by the way I answer your call, there's no one home, no one at all...
Homer	160412	Hello, you've reached the home of - whoever you're calling...
Hannibul	160612	Have the lambs stopped screaming...
Ali-G	160637	You ave called the Staines massive...
Pulp Fiction	160410	...ill execute every last one of you!

Stars & Celebrities

Elvis	160603	hu, hu, hello baby, this is the king ...
Gazza	160604	Wi ay man ...am oot on the toon with me mates and that ...
Jack Nickolson	160605	Normally I wouldn't answer the phone myself but ...
Kermit	160606	Testing, testing, ahem, I must have a from in my throat.
Madonna	160607	What are you calling for ? ...
inspector cluseau	160608	I'm engage'ed in mortal combat with kato ...
the Queen	160609	Ladies and gentlemen, lords and ladies ...
Ronald Reagan	160610	Hello, I'm here taking a message...
Ren and Stimpy	160611	Happy happy, joy joy ...

Humorous

Afterlife	160109	Welcome to the Afterlife Voice Mail System...
AlienGreeting	160110	Greetings Earthlings, I am an extraterrestrial being...
Anxious	160111	Hello, I told you never to call me here
Drinking	160112	I'm sorry I can't answer the phone right now, I'm down at the pub...
Dude	160113	Dude, we're not home...Bogus...
Jagger	160115	How you all doing out there? I can't hear you...
sillyv2	160120	You've called the monty pythons silly voice preservation society...

Music

Bohemian	160201	Is this a real voice? No this is an answerphone...
Spicegirls	160202	If you wanna be my lover...
Colacola	160204	We're sorry we're not home, (Cola Cola theme)
Friends	160205	You better leave a message before you go away...
Mixicall	160206	Well you know I'm at the Fiesta, I will call you when I take a Siesta
Powers	160207	Like, no ones home, baby...Oh behave baby!
Sat-Night-Fever	160208	Well, you can tell by the way I answer your call, there's no one home, no one at all...
Seinfeld	160209	Believe it or not George isn't at home ...

Bizarre

Spock	160413	Greetings, this is Science Officer Spock
Advertisment	160414	You've reached the amazing phone-o-matic automatic answering machine, ...
Aliens	160415	We interupt this phone call with a special new buletin ...
Confused	160516	Hi, we're not in right now, press 3 then dial your name ...
Easter	160517	you've reached cluck, the chicken labour union coalition ...
Flight	160518	Welcome to flight 416 direct to the beep. Please observe...
Japaneese	160519	Welcome to learn japaneese in twenty seconds a day ...

1. Switch your phone to Voicemail.
2. Change your pin number from the default pin and have it to hand.
3. Ensure there are NO new messages in your voicemail inbox.
4. Call and then Switch off your mobile for 10 minutes after ordering.

Default pins are: BT Cellnet 8705, Orange 1111, Vodaphone 3333, one2one 1210, Virgin 7890.

This service is compatible with All Handsets and all Networks. Write your new pin number on a piece of paper and have it to hand. You will also be given an order number that you can quote in the event of any problems. Please ask permission from the person responsible for paying the phone bill before making a call to this service. Services PO Box 144 Stockport SK4 3FT. Calls are charged at £1/min. Maximum cost of call £3.00 and last no longer that 3 mins. Customer Service Number 0870 750 4223. Calls from mobiles may be charged at a higher rate and so we recommend you use an ordinary phone.

computer and video **GAMES** 20th birthday Subscription Offer

Pay just £1.66 for your monthly issue of CVG

AND get 3 NO COMMITMENT trial issues

November 2001 is CVG's 20th birthday.
To celebrate 240 issues, as well as our recent redesign, we're giving you the opportunity to subscribe for as little as £4.97. That works out to only **£1.66 an issue – a massive 41% saving.**

SATISFACTION GUARANTEED with 3 trial issues

You're bound to enjoy your subscription to CVG, but just to be sure-you can take the first 3 issues to make up your mind. If you're not completely satisfied with CVG, you can **write to cancel your subscription within 2 weeks of receiving your 3rd trial issue and you'll get a FULL REFUND – no questions asked.**

PLUS

There's **FREE delivery to your door,** every single month, before CVG hits the shops. And with loads of special editions and cover gifts coming up, you won't be disappointed.

To make sure you don't miss a single issue – return the Special 20th Birthday Subscription Invitation below today

☐ **YES!** Please start my subscription to **CVG** with **3 RISK-FREE TRIAL ISSUES. I understand that I can write to cancel my subscription within 2 weeks of receiving my 3rd trial issue and claim a full refund - no questions asked.**

OR ☐ I am already a subscriber. Please extend my subscription with this offer.

YOUR DETAILS

MR/MRS/MS FORENAME SURNAME

ADDRESS

POSTCODE

YOUR SUBSCRIPTION (UK only)

Complete section 1-Cheque, 2-Credit/Debit Card, or 3- Direct Debit

Cheque or Credit/Debit Card payment- 12 issues for £19.97 (SAVE 41%) UK ONLY

1 ☐ I enclose a cheque made payable to ***Dennis Publishing Ltd***

2 ☐ Please charge my ☐ Visa ☐ Amex ☐ Mastercard ☐ Switch (issue ☐☐)

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY ☐☐☐☐

SIGNED TODAY'S DATE

3 ☐ **Direct Debit Payment – I would like to pay just £4.97 every 3 issues (SAVE 41%).**

Dennis **Instruction to your Bank or Building Society to pay by Direct Debit** DIRECT Debit

Please fill in the form and send to: Dennis Publishing Ltd, FREEPOST WD7, Bristol BS32 0ZZ.

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Account in the name(s) of

Branch sort code ☐☐☐☐☐☐

Bank/Building Society account number ☐☐☐☐☐☐☐☐

Originator's Identification Number: 7 2 4 6 8 0

Ref no. to be completed by Dennis Publishing

Instruction to your Bank or Building Society

Please pay Dennis Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Dennis Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society.

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

☐ Please indicate here if you do not wish to receive details of further special offers from companies other than Dennis Publishing Ltd. OR if you are under 18 years of age.

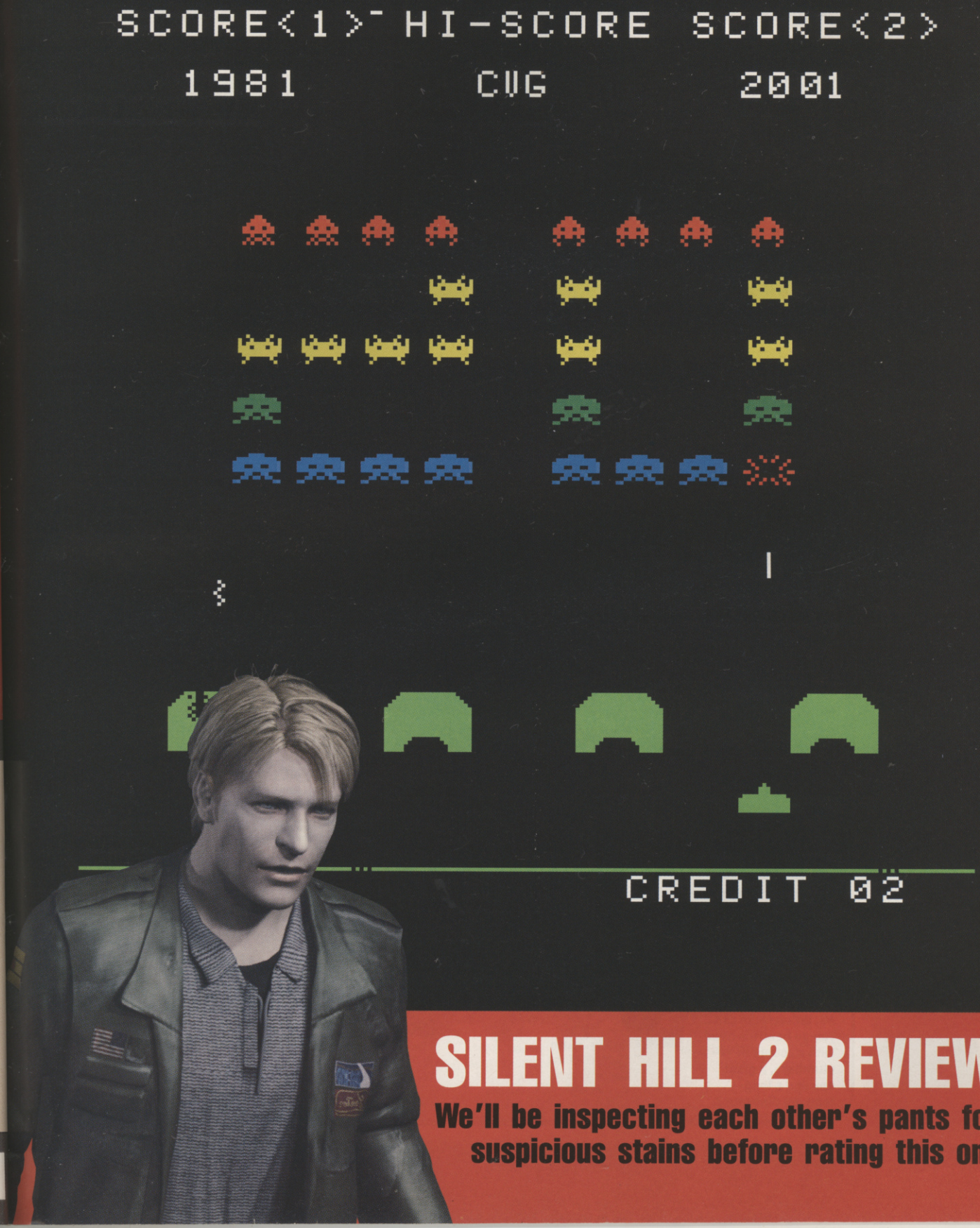
SEND YOUR COMPLETED FORM TO:

Computer and Video Games Subscriptions Department,
FREEPOST WD7, Bristol BS32 0ZZ. NO STAMP REQUIRED

CAN'T WAIT? ORDER IN AN INSTANT: 01454 642443

Next Month In computer and video GAMES

Isn't maths fun? Using maths we've worked out that next issue CVG is TWENTY years old! And because it's our birthday we've got stonking prizes to give away for every reader! Don't miss it on October 25th!



SILENT HILL 2 REVIEW

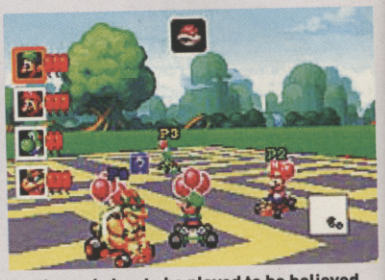
We'll be inspecting each other's pants for suspicious stains before rating this one

HANDHEL

CVG'S INDISPENSABLE GUIDE TO THE BEST WAYS TO KEEP YOUR

Speed start magic – it's all in the timing, folks

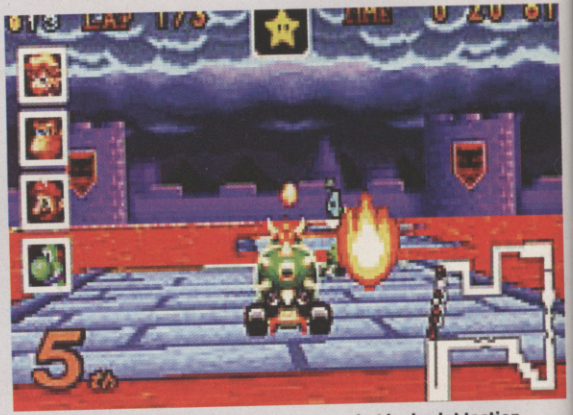
Blast past the Big Boo. Be careful not to fall


Battle mode has to be played to be believed

MARIO KART SUPER CIRCUIT

COST: **£34.99**
PLAYERS: **1-4**
OUT: **NOW**
DEVELOPER: **NINTENDO**
PUBLISHER: **NINTENDO**

By the time your eyes flit across these hallowed pages Mario Kart Super Circuit will already be out. What are you waiting for? Grab your cash and your copy of CVG to read on the way, and get your ass to the local games shop to finally grab yourself the reason you bought your GBA in the first place. Go now, go!


The Bowzer's Castle levels make a return, but look a lot tastier

PUCKER UP AND KISS IT!

You may have had a rough ride with cartoon kart racers in the past. You may be so sick of them that the mere mention of a new kart racer makes your stomach cramp and your bum hole pucker up like a bulldog's face. But we all knew Mario Kart on GBA was going to be different. And it is. It manages to live up to the planet-sized hype generated since it was first announced while still springing a few wicked surprises.

The single player game delivers everything any sane human could ask for, capturing the brilliant gameplay of the SNES original and throwing in a few favourites from the N64 sequel like the regenerating power-up cubes. There are four cups with one more to be unlocked, three speed classes to race in, and Time Trial and Free-Run games.

A new feature for

Lakitu fishes you out the drink

Three red shells! Come on!

ON THE GRID
Forget Konami's racer, Super Circuit's got the craziest line-up of all. Where else can you go head-to-head with a couple of plumbers, a giant ape and a long-tongued dinosaur?

NAME: **MARIO**
ACCELERATION ★★★★★
WEIGHT ★★★★★

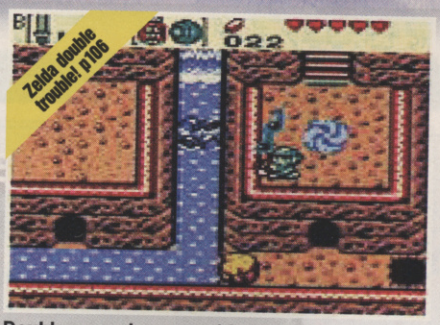
NAME: **LUIGI**
ACCELERATION ★★★★★
WEIGHT ★★★★★

NAME: **TOAD**
ACCELERATION ★★★★★
WEIGHT ★★★★★

NAME: **YOSHI**
ACCELERATION ★★★★★
WEIGHT ★★★★★

LDS

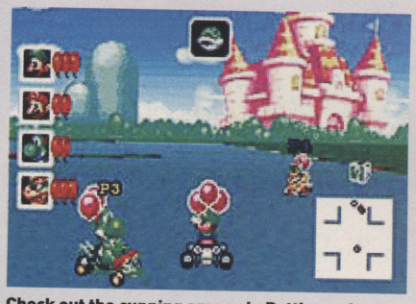
HANDS BUSY



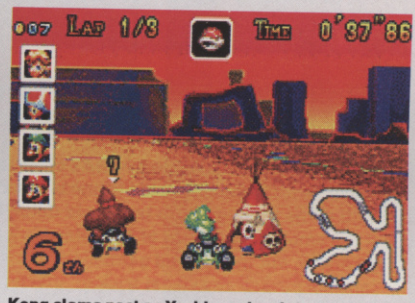
Double your pleasure with the Zelda Oracle series on GBC – worth getting both?

Street Fighter II! On GBA! Can the classic brawler cut the mustard with less buttons?

Nothing beats the thrill of proudly topping the winner's podium, waving your hands high and basking in the shower of golden stars. Victory is sweet in Super Circuit



Check out the cunning arenas in Battle mode



Kong slams past as Yoshi crashes into a teepee

"It red shells all other GBA racers – go buy it"

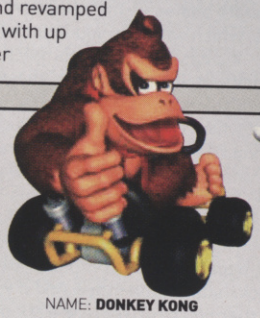
GBA is the grade you get at the end of each course. Depending on how well you drive and how many coins you pick up during a race, you'll be graded from A to E. Excel at every course and you unlock a selection of tracks from the original SNES game! There are also loads of sneaky little moves the expert driver can now use to get pole position in every race, including track shortcuts and masterfully cutting the gas and braking just at the right time to avoid spinning out after getting twatted by another driver.

THE PERFECT GAME?

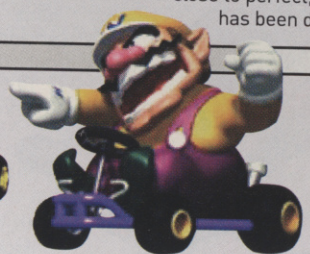
Multiplayer doesn't disappoint either, letting you race around revamped SNES tracks with up to three other players sharing the same cart! But for full-on Battle mode and multiplayer Championship games your mates will each need a copy of the game. This ain't going to be a problem, though, as who in their right mind isn't going to want to own it?

There's very little to fault here, and our only issues were ones of personal taste. Mike thought there were too many red-shells floating about in multiplayer races, while Lee thought the missing feather from the power-up roster was a shame. But we all agreed that while Mario Kart on GBA is close to perfect, its attraction has been dulled

NAME: **PEACH**
ACCELERATION:
WEIGHT:



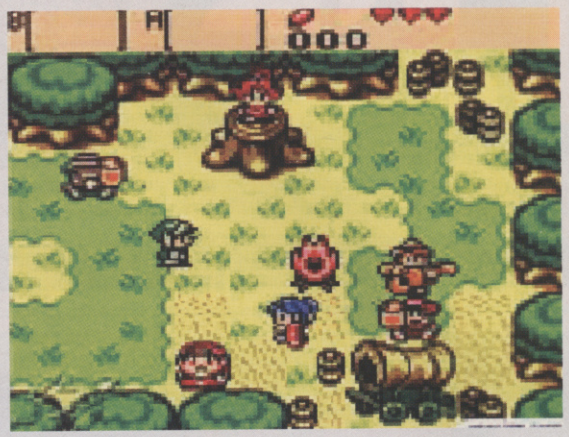
NAME: **DONKEY KONG**
ACCELERATION:
WEIGHT:



NAME: **WARIO**
ACCELERATION:
WEIGHT:

NAME: **BOWZER**
ACCELERATION:
WEIGHT:

Link has a silly hat and sings in the forest, but he's still the RPG Don



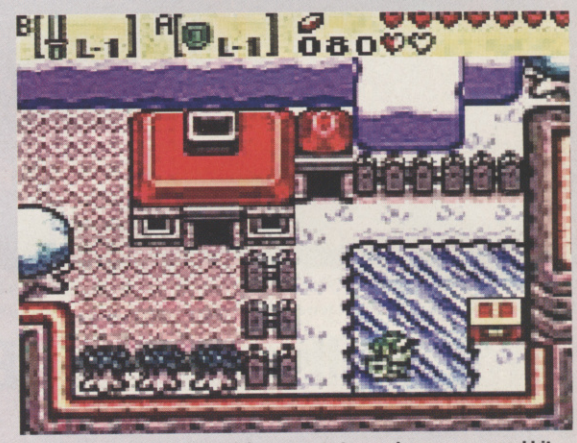
The characters are all utterly bananas... but loveable with it

LEGEND OF ZELDA: ORACLE OF AGES/SEASONS

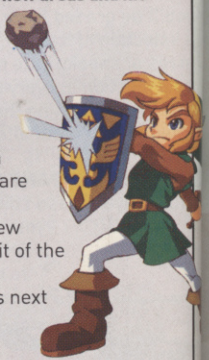
COST: **£24.99**
PLAYERS: **1**
OUT: **OCTOBER 5**
DEVELOPER: **NINTENDO CAPCOM**
PUBLISHER: **NINTENDO**

Even if you've been sucked in by GBA's class launch line-up and its superior graphics, Zelda is one of a handful of titles that still shine on Nintendo's trusty old Color. Sure, it doesn't boast the smooth 3D arenas of Tony Hawk's 2 and Rayman's lush scenery, but the refined gameplay in both Ages and Seasons surpasses any visual trick or special effect.

Though released at exactly the same time, they are very different. Both feature Link and share the same weapons and power-ups, but the maps and quests vary considerably. In Oracle Of Ages, Link finds a harp that warps him through time. Certain puzzles can only be solved by nipping into the past, altering the scenery by, say, planting a seedling, then scooting to the future when a huge great tree will have grown, allowing you to climb up and access another part of the level. Likewise, in Seasons you switch from Summer to Winter, freezing lakes to open new areas.



Swing your rod and change the seasons to reach new areas and kit



Visually they're nothing special – background scenery is basic and character animation is limited, but Zelda's fairytale charm means you'll overlook this and get caught up in the storylines. Like other Zelda games, the overall quests in Ages/Seasons are broken down into smaller missions. Chat to townsfolk and solve their problems to get new items, which will help you unlock the next bit of the game. It's basic but after completing a few errands, you'll be desperate see what Link's next mini-mission is.

But which one to buy? Ages is closer to Ocarina Of Time on N64, so anyone who's spent months devoted to exploring Hyrule will instantly gel here. Then again, Seasons is just as compelling, but is slightly easier and therefore better for rookies.

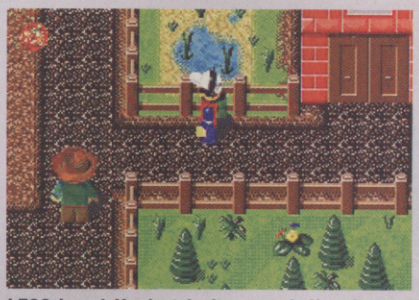
Thing is, you need to buy them both, because if you complete one, it unlocks stuff in the other. And if you play them on GBA, there are shops you won't normally find when playing on a GBC. That's £140 for the ultimate handheld experience. But then they are very good indeed.

LEGO ISLAND 2

COST: **£34.99**
PLAYERS: **1**
OUT: **NOVEMBER**
DEVELOPER: **SILICON DREAMS**
PUBLISHER: **LEGO MEDIA**

Help rebuild an entire LEGO world with the help of a bunch of cup-fisted, yellow-skinned buddies. LEGO Island 2 is an RPG-style action game big on puzzles and small on battles. You play Pepper, a skateboard-grinding pizza delivery dude, and you take on the Brickster – a plastic bad guy who's ruined the town. Cruise around the Island helping out the locals and chucking pizzas at the Brickster's minions.

There's loads of text but the game is fast-paced


LEGO *is* cool. You just don't want to believe it

LATERAL AND LOGICAL

What starts out as a simple 'take object A to person B' adventure soon blossoms into a head-scratching thing of beauty. Putting the buildings back together and helping people out requires serious logical thought and lots of exploration of the huge game world. It's way more challenging – and fun – than you might expect from a game aimed at 8-12 year-olds. The problem is you have to stick to designated paths, making the lengthier quests more of a chore than if you could wander freely. Otherwise, an adventure most of us can enjoy.

7

Hardly a water wonderland

Uses every platform game trick

Nice top, shame about the game

ATLANTIS: THE LOST EMPIRE

COST: **£34.99**
PLAYERS: **1**
OUT: **OCTOBER**
DEVELOPER: **DISNEY INTERACTIVE**
PUBLISHER: **THQ**

We had hoped that the release of GBA would herald the coming of a new era of handheld videogames. We hoped we'd all be saved from the curse of tired and unoriginal Disney platform games, and actually get some decent licensed adventures instead. But no, playing Atlantis made us shake with uncontrollable rage and want to send Tupperware containers of dog poo across the Atlantic to the developer.

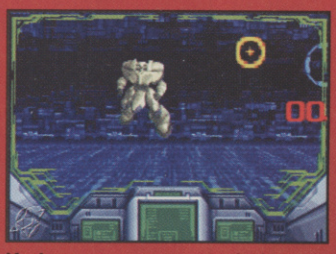
ATLANTIS SINKS LOW

Lacking the quirky level design and inventive touches of Mario and Rayman, and looking like the eletronic equivalent of a puddle of sick, Atlantis is average at best. The main hero, Milo – dressed in a white grandad vest – moves too fast for you to control with any accuracy, so avoiding the hazards around the unimaginative levels is stupidly tough. The game's only plusses are that it follows the plot of the movie pretty accurately, and isn't so bad if you're not a seasoned platformer. Chances are you won't like it even if you love the movie.

4

INCOMING

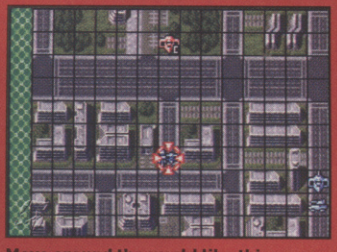
ZOE ON GBA!


Mech games = mega money in Japan

Ah... How those Japanese love watching colossal robots fighting each other in gloomy post-apocalyptic future worlds. And judging by the number of players who have bought Zone Of The Enders on PS2, it seems UK tech-heads love 'em too. Good news, then, because ZOE is coming to GBA, albeit slightly re-jigged to fit into a diddy cartridge.

This doesn't look good – escape, quick

The game is called Zone Of The Enders 2173: Testament and is set in the universe that PS2 owners will know and love. This time around you're bound for Mars instead of Jupiter and the action is far more strategic, looking like a cross between turn-based battles and RTS-style movement around a grid. Wait, though, because it gets good! As well as


Move around the world like this

the turn-based bits it looks like there'll be real-time shoot-outs too, and the ability to level-up depending on how well you fight. It sounds a bit like Ring Of Red on your handheld set in space instead of after WWII. And this, dear GBAsters, is a very good thing indeed. We'll ply you with more when we have it.

MICRO MANIACS

It's not all feet-pounding as some levels take place on diddy jet skis in bath tubs

Run, crazy freakazoid monster! Winning is everything – but not always easy

COST: **£24.99**
PLAYERS: **1**
OUT: **OCTOBER**
DEVELOPER: **CODEMASTERS**
PUBLISHER: **THQ**

Hear the pitter-patter of tiny feet all around the house on GBC! No, it's not a crazy baby-raising sim, but a new and revised version of the classic Micro Machines series. A bunch of monsters have been shrunk down to just a few inches, and they have to scamper across tabletops and around bathtubs to win the right to be restored back to proper size.

RULE THE RACE

It may look a bit weak compared to GBA games but playability is king and Micro Maniacs is sitting on a big jewel-encrusted throne. Over 30 ingenious tracks feature, and there are weapons to master and all sorts of different modes including the always ace Versus race against the CPU. Maniacs is weird, wonderful and definitely worthy of your cash even without multplayer.

Pitfall is a great platformer... ruined by laziness

PITFALL: THE MAYAN A

COST: **£34.99**
PLAYERS: **1**
OUT: **21 SEPTEMBER**
DEVELOPER: **PIPE DREAM**
PUBLISHER: **THQ**

If Game Boy Color is anything to go by, GBA is going to be flooded by an absolute sea of platform games in the coming months, most of which will be average at best. Only occasionally is a real gem released that can give Mario a run for his money.

GBA Pitfall has all the right credentials to be one of these stand-out action games. It's got the tasty visuals, the balance of puzzles, exploration and baddy-twatting, a hero who is brilliantly animated and a dream to

Fire in the sky; just make sure you don't fly into it or you die

The backdrops are lovely and the enemies pretty decent too

IRIDION 3D

COST: **£34.99**
PLAYERS: **1**
OUT: **SEPTEMBER**
DEVELOPER: **SHIN'EN**
PUBLISHER: **THQ**

Games of recent years have featured some super-tough challenges. Remember the pain of repeatedly failing the tutorial garage section in Driver? Or how about the ruthlessly difficult final battle in Half-Life where you had to both hover in the air and shoot, while not getting twatted by alien scum? Well now you can add Iridion 3D to the list, except that Iridion doesn't simply feature a few mega-tough challenges – every second of the game is harder and more frightening than Phil Mitchell in one of his special pink-face rages. And while this adds a white-knuckle intensity to the action, it can become a living nightmare of frustration.

Kind of like a space car wash, only these jets kill you instead

3D YOU SAY?

The 3D gimmick here doesn't let you fly freely around the levels. Instead you fly straight forwards into the screen, with enemies and obstacles coming out towards you. It's just like playing a classic side-scrolling shooter like R-Type, only with the camera swivelled behind your ship. And this brings with it a few problems.

The worst of these is it's too difficult to judge depth, so you end up smashing into enemies you thought were a safe distance away. Luckily there is an end-of-level password system to save your sanity, and the game does reward perseverance. But as playable as it can be, it's likely Iridion will prove far too tough for most.

Most players won't see the later levels. Grr...

N ADVENTURE

control, all rounded off with a massive and involving quest. And what does the developer do to all this potential? It crasp all over it by not including any way of saving your progress. Yes, not a single save. Idiotic.

THEY RUINED IT!

The thing is, Pitfall is so playable and full of cool ideas that if it had some kind of save system it would score a whopping 8/10. As it stands, the game is impossible to finish and therefore pointless to even start. Pipe Dream and THQ: please read this and take note.

2

EARTHWORM JIM

COST: **£24.99**
PLAYERS: **1**
OUT: **21 SEPTEMBER**
DEVELOPER: **GAME TITAN**
PUBLISHER: **THQ**

Like Pitfall, we're split down the middle about Earthworm Jim on GBA. It's an absolutely spot-on conversion of the excellent – 16-bit platform game, but the lack of any sort of save-game feature or password system pretty much kills the game dead. Bang!

SORE BOTTOM

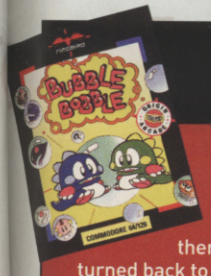
There was a time when nearly all games required you to sit through the entire thing in one sitting without saving your progress, but we've moved on now and these days it's unacceptable. We love Jim. We love his game. And thankfully EWJ is a little easier than Pitfall, so there's a slim possibility you could do it in one sitting. It's still not right though. With a save feature it would score 8/10 for retro cool, barmy gameplay and sexy looks.

Jim can shoot as well as whip with his wormy body

Bonus level sweetness!

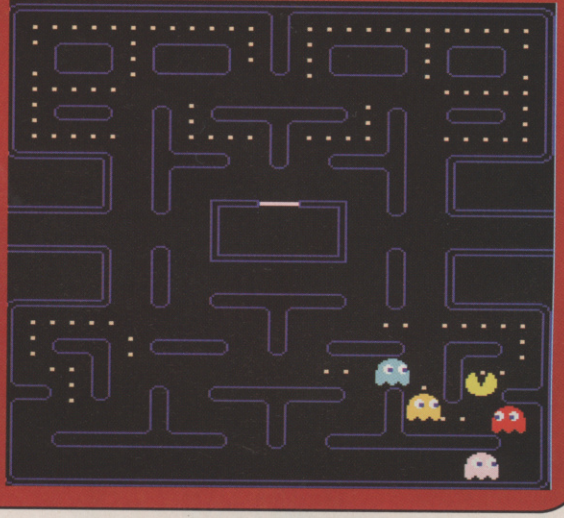
4

HEROES & HARDNUTS



BUB FROM Bubble Bobble was the star of many a retro classic, and also pops up in the odd Bust-A-Move game. Known best for his ability to trap enemies in bubbles then burst them with his horny tusk, he's a true star. He was turned back to a human for the sequel, Rainbow Islands, but we like him best as a scaly dragon.

PAC-MAN is clearly the grandaddy of gaming. But his spectral co-stars are overlooked. We're talking about gaming's hardest nuts of all, the Ghosts, who would hunt you down relentlessly thanks to simple 'seek and destroy' AI. They turn into gaming's biggest wusses once Pac grabs a power pill.



SUPER STREET FIGHTER II TURBO REVIVAL

PLAYERS: **1-2**
OUT: **DECEMBER**
DEVELOPER: **CAPCOM**
PUBLISHER: **UBISOFT**

One of gaming's golden moments is back for a rematch in the form of Super Street Fighter II Turbo Revival. And, like a 24-carat gold boomerang, we're always glad to see it back. One glimpse of the awesome new character art for each of the 16 combatants in this GBA conversion, or the stunning fire effect that blazes in the background, and you'll be forgiven for a sudden lapse of sphincter control.

You'd be angry like Zangrief if you'd smelt Blanka's breath

Zangief gets his revenge by using Blanka as a pogo stick

"One horrible flaw mars its perfection. Argh!"

D-PAD IS D-PROBLEM

Apart from the new opening credits and cutscenes, this is a near-perfect port of the SNES game, which was one of the finest SF titles ever made. The whole beauty of the Street Fighter series is the fluidity of the action and the simplicity of the controls. But even if you're a hardened SF2 guru, pulling off special moves on the tiny GBA D-Pad pad is almost as difficult as doing the moves in real life.

The developers have got around the four-buttons hurdle by enabling you to use the same button for two moves – holding the button for longer can be programmed as a different attack – or pressing two at the same time can be set as the extra kick and punch buttons. And if you thought that last sentence was awkward, wait till you try a spinning pile driver while having to press A and the L shoulder button at the same time. Eeek.

STILL KICKING

The quibble here is with the limitations of the GBA controller. Nevertheless, SSF2TR is still looking like the hottest beat 'em up to appear in handheld history.

Ryu Vs Chun Li. All those sparks – surely they secretly fancy each other?!

CVG RECKONS

We love Street Fighter and it's promising to be a great port to GBA, but many players will have a bit of a problem with the handheld's lack of buttons. Wonder how the forthcoming Tekken will get around the problem...

DOOM

PLAYERS: **1-4**
OUT: **DECEMBER**
DEVELOPER: **ID SOFTWARE**
PUBLISHER: **ACTIVISION**

While it wasn't the first ever first-person shooter in the world, Doom is easily the best known. The Daddy of all things corridor-related is about to slam onto your handheld in a flurry of bullets and marine gibs. Like Back Track, Doom on GBA has done what many thought impossible by creating a 3D environment on a handheld, and as you might expect from the Daddy, it does it quite a bit better than Back Track.

PIXELLY BUT PERFECT

If you're an FPS veteran then Doom will hold instant appeal, but for players raised on the graphics-card intensive shooters of Quake 3, Unreal Tournament and Deus Ex, the game is going to have to do something pretty special to impress. The fact that Doom is coming to GBA at all though is the first Wow! factor. The second is that it's finger-blisteringly playable. All 27 of the original PC game's levels are in there, along with the classic demonic and undead enemies. It's all very pixelly of course, but then so was the original and after playing for a few minutes your eyes will stop goggling and you'll start lapping it up.

"A perfect slice of retro action for first-person shooter nuts"

Blocky? Quit whinging, the original suffered the same problem

Shoot him then grab the health

Help your team-mate fight

DEATHMATCH MADAM? OOH!

We've played Doom on GBA and reckon it's going to rock. The arenas are pretty massive with simple switch-pulling and door-opening puzzles dotted about. And multi-layered levels mean you can go up and down stairs to new areas. Doesn't sound like much on paper but it still manages to blow you away when playing with your actual human hands! Doom's also got a killer deathmatch ace up its blood-drizzled sleeve. Four players can link up and go at each other in a selection of the game's finest arenas, and there's a fully awesome two-player co-operative mode where you and a buddy take the game on as a double team of death!

Big guns and big explosions. It's a man's game

Look! Lots of bad guys on screen at once!

INCOMING

TEKKEN

Top conversions ahoy! Not only do GBAsters get their own version of ZOE and Midnight Club, they also get a ball-busting handheld Tekken all of their own. After we saw these shots for the first time we needed new pants and a whole can of air freshener here at CVG Towers. We've had to book a cleaner for when we get the next batch of shots.

Crazy kicking leg pain action on GBA!

DUKE NUKEM

More first-person goodness is on the way, this time featuring the King himself, Duke Nukem. The shots look awesome and everyone loves Duke's hard-ass style, so you should be getting itchy trigger fingers thinking about this potential handheld Doom-killer. The detail in the graphics is top-notch, and we hope the frame rate is equally impressive.

Duke looks fraggin-A! Come get some!

HELLO KITTY

Limited edition GBAs are a big thing in Japan and collectors are lapping them up. In addition to the Pokemon Crystal machines available only from Pokemon stores, there's a Hello Kitty GBA coming too. It's pearlescent pink and even comes with a Hello Kitty Miracle Fashion Maker game.

First milky pink, now pearlescent pink

CVG Trailb

Welcome to the best compo around. The more questions you get right, the more prizes you stand a chance of winning

START HERE

Every month in CVG we are determined to offer you the chance to win some of the coolest stuff the world of videogames has to offer. And with two PS2s, copies of Max Payne and Crazy Taxi 2 among this month's line-up, you can be sure we've done just that. This is how it works. Every question you get right means you are entered for the corresponding prize. But get a question wrong and you can't be entered for the prizes above it on the Trailblazer. That means to win the PS2 you need to get all seven questions right. It's kind of like Who Wants To Be A Millionaire? Only with no irritating presenter, no studio audience to laugh at his gags and no cameras making you sweat like a pig. Good luck.

7th JOYTECH GBA PERIPHERAL BUNDLE

COURTESY OF **JOYTECH**

Spruce up your GBA with this fine set of peripherals. Now you can play it in the dark, play it with your mates, and play it until your eyes shrivel up to the size of raisins and roll out of your head. *

Q. Which of these is not an official GBA colour?

A. White B. Purple C. Clear blue D. Clear orange

*GBA not included

6th OUTTRIGGER

COURTESY OF **BIG BEN/SEGA**

Blast the balls off your best bud with some seriously fat guns, then set him on fire with a giant flame thrower, and top it all off with a few cheeky missiles.

Q. Which famous development team is behind Outtrigger?

A. AM2 B. AM3 C. AM4 D. AM5

5th EPHEMERAL FANTASIA

COURTESY OF **KONAMI**

You play a ginger guy called Mouse in this off-the-wall adventure.

Q. What talking instrument do you whack folk with in Ephemeral Fantasia?

A. Guitar B. Piano C. Violin D. Cello

4th THE WEAKEST LINK

COURTESY OF **ACTIVISION**

So you think you're cleverer than Einstein's and Carol Vorderman's super genius lovechild? Then give your little grey cells a work-out with The Weakest Link.

Q. Who is the po-faced presenter of The Weakest Link?

A. Vanessa Feltz B. Judy Finnegan C. Anne Robinson D. Carol Smiley

3rd CRAZY TAXI 2

COURTESY OF **BIG BEN/SEGA**

Throw your highway code out the window – Crazy Taxi 2 is here. Paint the town yellow and go crazier than a steroid-fuelled mountain gorilla in a banana factory, racking up as much cash as possible in this mad-as-a-lemon-flavoured-toupee follow-up.

Q. In which part of the US is Crazy Taxi 2 based?

A. New Jersey B. New Orleans C. New England D. New York

2nd MAX PAYNE

COURTESY OF **TAKE 2**

Max Payne is cooler than an Eskimo's freezer. Rock your PC as you go crazy with gun-toting skills that would put Neo from The Matrix to shame.

Q. What is the name of Max's murdered wife?

A. Madeline B. Michelle C. Marianne D. Maureen

lazer!

FINISH HERE

PS2 EXPLOSION

TO WIN

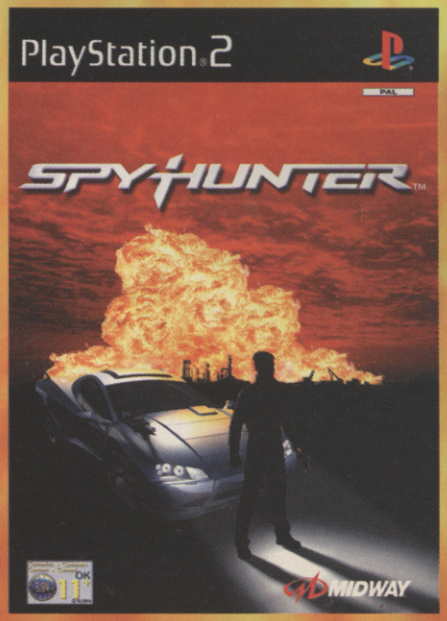
PLAYSTATION 2 AND SPY HUNTER

CORRI-TESY OF **MIDWAY**

Secret Agents get all the cool stuff. Cars that turn into boats, cool weapons and bundles of other gorgeous little gadgets. But fear not, because all that could be yours if you win a copy of Spy Hunter and a sleek black PS2 to play it on. Mmm...

Q. Which of these vehicles can't you control in Spy Hunter?

A. Sports car
B. Motorcycle
C. Aeroplane
D. Boat



GO ON- WIN IT

Fill in this coupon, tick the correct answers and send it to:

I Want To Be A CVGillionaire! 239, Computer And Video Games, 30 Cleveland St, London, W1P 5FF

Joytech GBA Peripheral Bundle
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Outtrigger
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Ephemeral Fantasia
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

The Weakest Link
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Crazy Taxi 2
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Max Payne
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

PlayStation 2 and Spy Hunter Bundle
Tick the correct answer:
A. ☐ B. ☐ C. ☐ D. ☐

Enter your details below

Name:

Age:

Address:

Postcode:

Email Address:

Terms and conditions: Only entries with all the questions completed and received before **October 25** will be entered into the prize draw. Winners will be notified by post, so don't call, eh? No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And he's extremely good at making decisions. If you need a decision making, he's the guy for the job. All the other usual competition rules, conditions and restrictions apply.

CVG Insider

Hot dollops of gaming gossip from our man in Japan, Justin Keeling

PARAPPA MAC

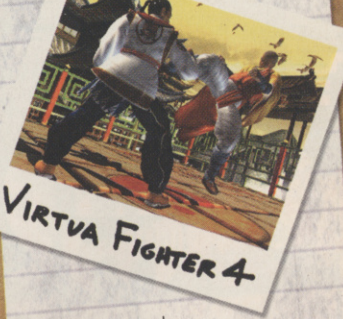
PARAPPA MAC

Sick to death of the ho-hum, run-of-the-mill Disney spin-off toys free with meals at your local burger chain? Fear not – there is a solution: simply pack up your worldly goods and move to Japan, where gamers have just been treated to a truckload of adorable PlayStation characters, free with McDonald's Happy Meals.

Parappa the Rapper, PJ Berry, Toro, Saru the monkey from Ape Escape and the Chocobos from Final Fantasy all took over McDs for six glorious weeks in an inspired promotion by Sony. Even the serving girls wore Parappa aprons. Ah, it could only happen in Japan, couldn't it?

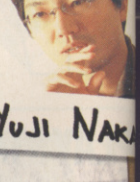
SHH, IT'S JAPANESE WHISPERS

* Virtua Fighter 4 coming to a certain indigo, lunchbox-sized system? That's all we can say for now, or the Yakuza will have our nads for sushi.



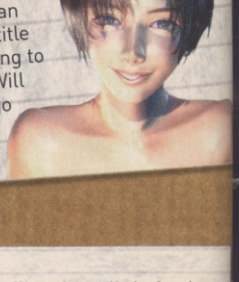
VIRTUA FIGHTER 4

* Yuji Naka and Shigeru Miyamoto collaborating on a game? The Japanese mega-producers of Sonic and Mario have indicated deep mutual respect for each other, and the real deal might be closer than we think.

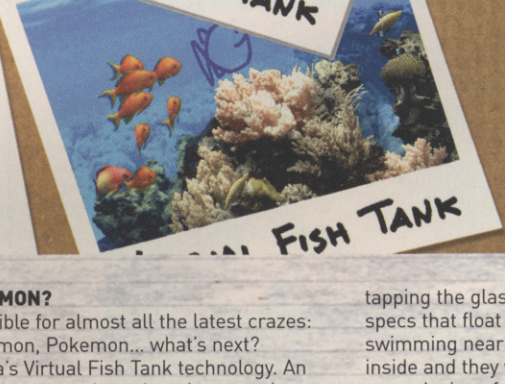


YUJI NAKA

* Ridge Racer VI to go online? Rumblings that Namco is fixing up major competition for Sony's next online Gran Turismo title are starting to appear. Will Namco go all the way?



VIRTUAL FISH TANK



FISH TANK

VIRTUAL FISH

THE NEXT POKEMON?

Japan is responsible for almost all the latest crazes: Tamagotchi, Digimon, Pokemon... what's next?

Probably Sega's Virtual Fish Tank technology. An extremely strange, extremely cool, and extremely expensive toy – it's basically an interactive flat screen TV, with high resolution imaging software built in that lets you watch and play with digitally created fish.

It looks vivid and eerily realistic up close. You can actually brush your fingers across the glass, and sea fauna will scurry and dart away from your touch. Try tapping the glass gently, and you'll activate little food specs that float down, attracting the creatures swimming nearby. You can even stroke creatures inside and they warble adoringly, before vanishing in an explosion of multi-coloured shapes. Trippy!

At several thousand quid cheap, the Virtual Fish Tank is never going to be a mainstream household item, but already they're popping up in corporate waiting rooms and malls across Tokyo – and even in Sega Amusements Europe's office in Surrey. Who said Sega's hardware was dead?

RING TONES

09069 107830 Ireland 1570 927 597

Lets Dance - Five	111281
Little L - Jamiroquai	111375
Take Me Home - Sophie Ellis Bextor	111374
21 Seconds - So Solid Crew	111341
Castles In The Sky - Ian Van Dahl	111270
Fire Wire - Cosmic Gate	111284
Perfect Gentleman - Wyclef Jean	111268
19-2000 - Gorillaz	111228
No Good 4 Me - So Solid Crew	111368
Little Respect - Wheatus	111358
Played A Life - Safri Duo	111345
Purple Hills - D12	111213
Drops Of Jupiter - Train	111340
All Or Nothing - O Town	111339
Scream If You Wanna Go - Geri I	111338
Like This Like That - Mauro Picotto	111307
Blow Ya Mind - Eve & Gwen	111304
One Minute Man - Missy Elliott	111283
Lets Dance - Five	111281
Another Chance - Roger Sanchez	111275
U Remind Me - Usher	111272
Dance For Me - Sisqo	111271
Heaven Is A Halfpipe - OPM	111269
Eternity - Robbie Williams	111267
Ante It Up - M.O.P	111257
Eternal Flame - Atomic Kitten	111256
Show Me the Way - Hearsay	111229
Bootylicious - Destiny's Child	111214
Cold As Ice - MOP	111188
Butterfly - Crazy Town	111182
Lady Marmalade - Christina Aguilera	111123
Get UR Freak On - Missy Elliot	111116
Angel - Shaggy	111114
Only Fools And Horses - Theme	111369
South Park - Uncle F***a	111344
Big Brother - Theme	111342
Austin Powers - Theme	111255
Transformers - Theme	111253
Inspector Gadget - Theme	111251
Good, Bad and the Ugly - Theme	111181
Friends - Theme	111152
South Park - Theme	111144
Superman - Theme	111143

PICTURE MESSAGES

09069 107833 Ireland 1570 927 597

141021 141012 141035
141028 141002 141001
141005 141024 141036

Get one of our great Nokia picture messages, add your own text and send it to a friend!

ALSO MAKES A GREAT SCREEN SAVER!

51xx & 7110 cannot receive picture messages

Scooby Doo - Theme	111142
Muppets - Theme	111134
The Simpsons - Theme	111132
Match of the Day - Theme	111126
Star Wars - Main Theme	111125
Mission Impossible - Theme	111121
James Bond - Theme	111119
Teenage Dirtbag - Wheatus	111186
Pure and Simple - Hearsay	111185
Clint Eastwood - Gorillaz	111184
Whole Again - Atomic Kitten	111183
Someone To Call My - Janet Jackson	111308
Dancing in the Moonlight - Toploader	111306
Don't Stop Moving - S Club 7	111294
Play - J-LO	111122
It Wasn't Me - Shaggy	111118
Its Raining Men - Geri	111117
Say My Name - Destinys Child	111113

Ringtone Compatibility - Nokia: 3210, 33xx, 61xx, 62xx, 8210, 8110i, 88xx, 7110, and the 9xxx.Sagem: MC93C, MC/MW932, MC936, MC/MW939, MC940, MC942, MC945, MC949 MC950, MC952, MC956 & MC959(r) Motorola: T250, V50, V100, V8088 & Timeport 260 . Royalties paid to PRS & MCHS.

FUNKY PRIZES

Win Lara Croft's Phone

Ericsson T-20 + Tomb Raider Goodies.

You've seen the movie and played the game! NOW try to win this great prize of an Ericsson T -20 phone just like hers, plus loads of other Tomb Raider Goodies!

"KEEP IN TOUCH WHEN YOU'RE ON YOUR ADVENTURES"

09069 102898

Win PS2 PlayStation

Comes with a great game, DVD Remote & Memory Card.

09069 102890 Instant Win

Win a Nokia 8210

Put a screen graphic on it, or a new tune and make it yours." pay as you go" sim or pop in your own.

09069 107831

Win Pokemon Gold & Silver!

Plus a Gameboy Colour

09069 181883

Win £150 of Games

For the console of your choice!

09069 181882 Instant Win

PRIZEBUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

Start winning at 30 points - with major prizes starting at 50 points . Prizes include PSone Games,, Video Players, PlayStation 2's, Mobile Phones, Nintendos, Colour TV's and a top prize of a Pentium 4 computer.

09009 121330 Instant Win!

Win Laptop Computer!

Portable power you have only dreamt off. Comes with 56K Modem!

09069 102892 Instant Win

Win a Box of Neo Genesis Pokemon Cards!

36 Packs of Pokemon Cards. 396 Cards!

09069 181881

Win Gameboy Advance! 09069 181889

Win the PSone!

Play the PSone wherever you are with the portable LCD screen!

09069 181886 Instant Win

Win Pentium 4!

09069 102895 Instant Win

Watch WWF LIVE!

WWF Rebellion Tickets! 09069 102899

At Manchester M.E.N Arena on 3 Nov 2001 Closes 31st October.

TOP LOGOS

09069 107839

Ireland 1570 927 597

Just call, input the number and the wicked graphic will be yours!

Sonic < 127521	BECKS < 122212	Wales < 122049
Pikachu < 127522	ALONE IN THE DARK < 127540	SCOTLAND < 122040
BAD FUR DAY < 127520	GRANTURISMO < 127526	ENGLAND < 122013
BREAK GLASS PRESS HERE < 121638	< 127531	Mario < 127525
ROCK < 129517	< 127523	Unreal TOURNAMENT < 127532
EMINEM < 126013	SIMPSONS < 121911	FINALFANTASY X < 127544
< 126014	D'oh!! < 121912	VAN THE MAN < 122216
DIGIMON < 127527	WHASSUP! < 121622	GORILLAZ < 126016

More Nokia Logos on www.fanz.co.uk

Compatibility - Nokia: 3210, 33xx, 5110, 5190, 6110, 6130, 6150, 6190, 7110, 8810, 8210, 8850, 8890 and the 9110(i).

WICKED CHEATS

WWF No Mercy
09063 608065

Conkers Bad Fur Day
09063 646584

Duke Nukem: LOTB
09063 608063

Pokemon Yellow
09063 646582

LMA 2001
09063 608066

Gran Turismo 3
09063 646588

Banjo Tooie
09063 608067

Pokemon Gold
09063 646583

Driver 2
09063 608062

FIFA 2001
09063 608068

Smackdown 2
09063 608061

Zelda 2
09063 608064

For loads more great cheats call:

09063 608060

Ireland 1570 927 596

WWW.FANZ.CO.UK

Calls cost £3. Ask permission from the bill-payer. Calls from Ireland IR£1 per min and callers must be 16 or over. Mobile charges vary.

Most services require a tone phone. INSTANT WIN competitions have questions and a game to decide if you are a winner. Other competitions involve questions with tiebreaker and end on the 30th November 2001 (unless otherwise indicated), after which they may be replaced by a similar service. Actual designs may vary. Fanz may use data to make offers to you. If you DO NOT wish this write or visit website. For rules or winners' names, see our web site or send a SAE. If you win an INSTANT prize visit www.fanz.co.uk OR send your claim to: www.fanz.co.uk, PO Box 28 Northampton NN1 5DS. Helpline: 01604 491185(UK) 1850 928228(Ireland). Winners Line 08700 101597. Fanz is a trading name of InfoMedia Services Limited.

Sunny Delight
CARIBBEAN STYLE
Cool Refreshing Tropical Taste
Sunny Delight
Makes your mouth go mental